Armored Kill Primer

What's New?

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The Battlefield 3: Armored Kill expansion pack emphasizes vehicle combat across vast and varied landscapes. Specifically, the focus is on tank battles, requiring players to brush up on their armor tactics. With the addition of four new maps, six new vehicles, and several new assignments, there’s plenty here to sink your teeth into. Here’s a quick summary of what you can expect from some of the new features.

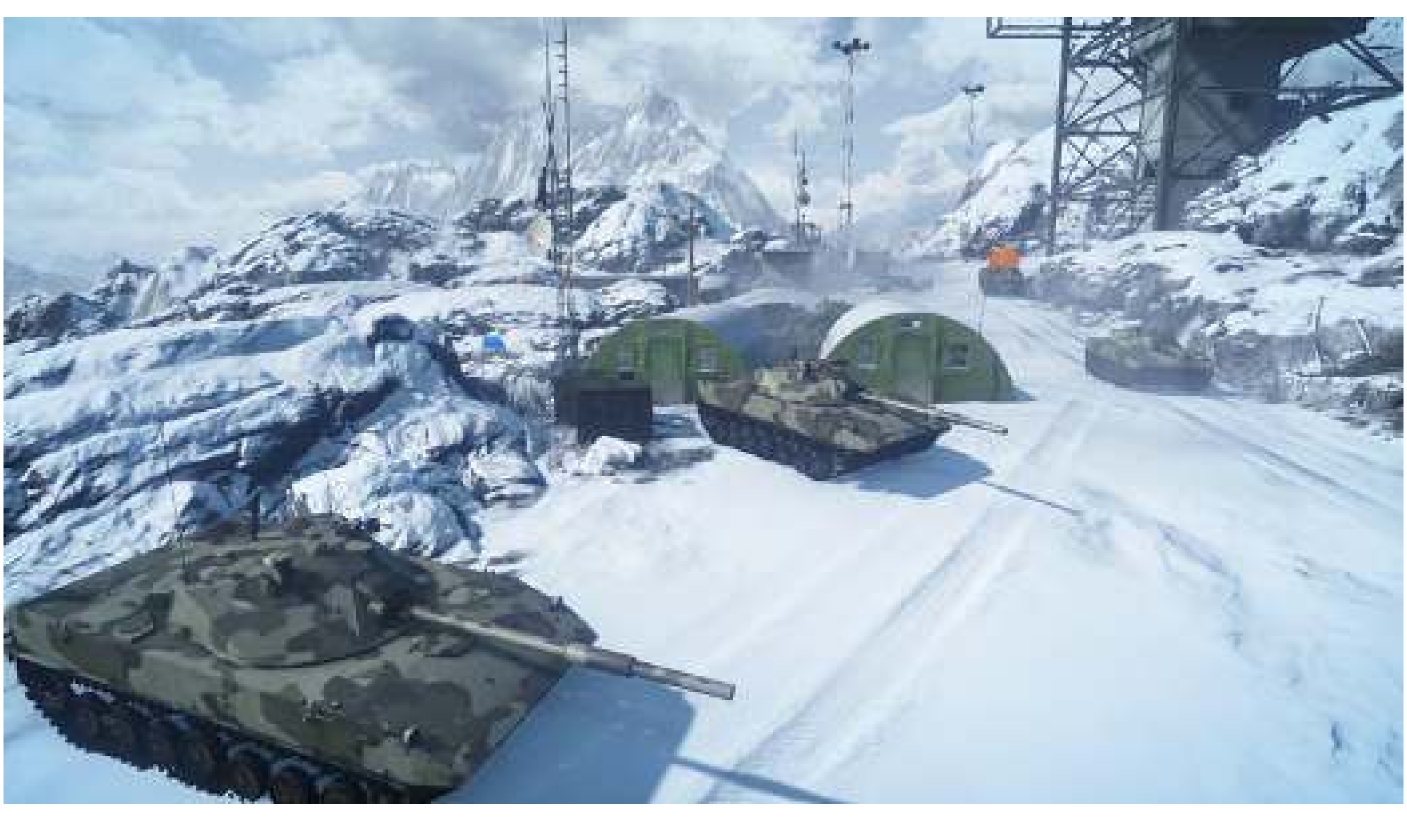
New Maps

01-001 The four new maps are one of the most exciting additions to Armored Kill, each supporting six unique game modes, including the new Tank Superiority mode. These new maps are huge, harkening back to the massive tank battles on classic maps like El Alamein, Kubra Dam, and Dragon Valley. With so much terrain to cover, vehicles play a vital role when it come to moving your troops around the battlefield and securing objectives. You don’t want to be stuck on foot in the no-man’s land of these sprawling landscapes, so always look for a vehicle or hitch a ride from a teammate.

Tank Superiority Mode

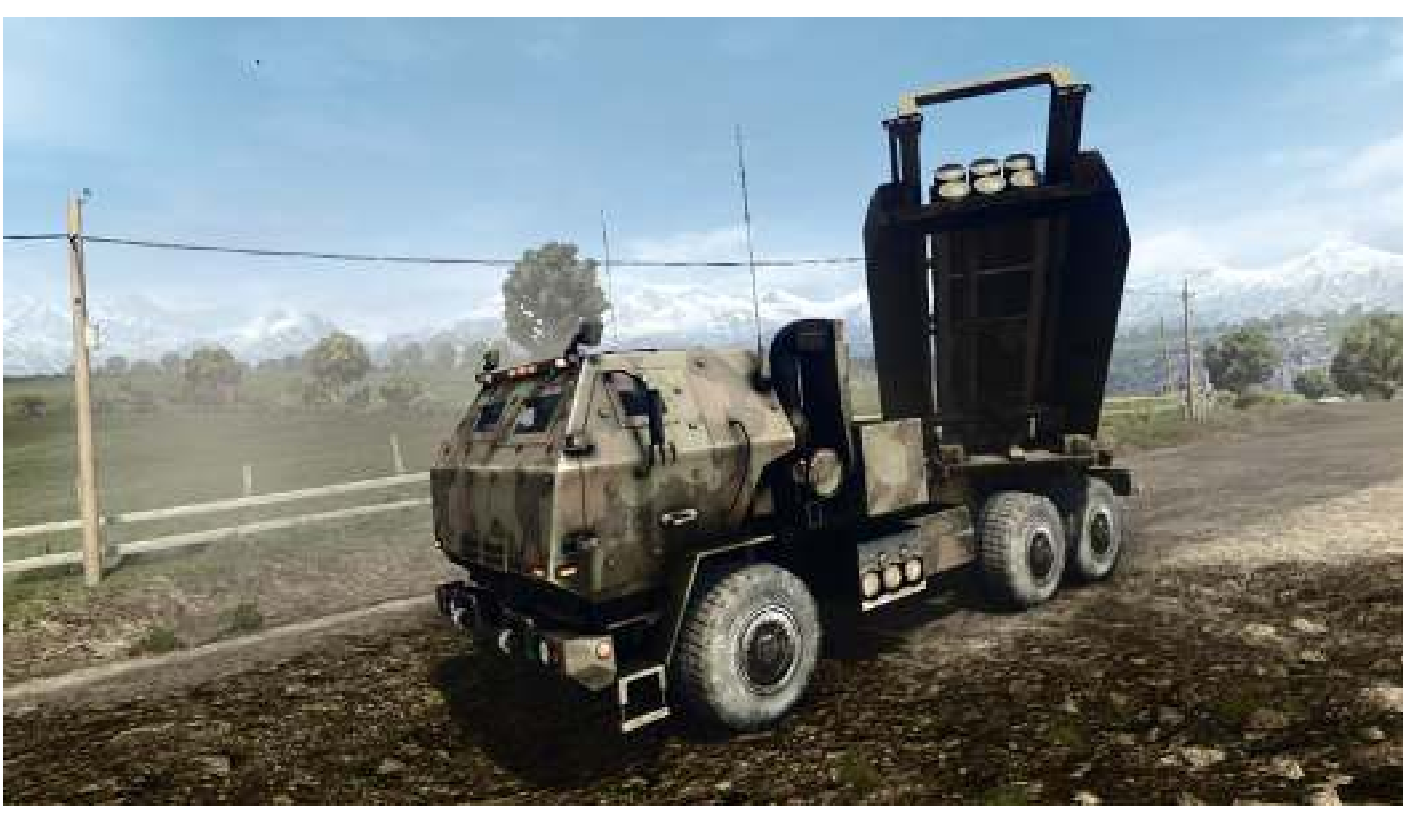
01-002 The Tank Superiority game mode is a variant of Conquest, but there’s only one flag in the center of the map. In that sense, it plays much like the Air Superiority mode from Battlefield 1943. However, instead of racing around the map in airplanes, each team only has access to tanks and the new tank destroyers. Each team’s base spawns two tanks and six tank destroyers, putting a maximum of 16 vehicles on the map, all fighting for control of one flag. Spawn times for vehicles have been reduced to two seconds each, making sure there are plenty of armored vehicles to go around. As in Conquest, the team that controls the flag initiates a drain on the opposing team’s ticket count. But even when controlled, the flag does not act as a spawn point—you can only spawn at your team’s base. When one team’s ticket count reaches zero, the match is over and the team with the most tickets is declared the winner. While tank combat is the focus of Tank Superiority, players aren’t limited to driving around in vehicles. Each soldier class has access to the full range of weapons and gadgets supplied by their customized troop kit. In these battles engineers are the most practical class, given their ability to destroy and repair vehicles. However, recon soldiers can also make their presence felt by deploying SOFLAMs and laser-designating enemy vehicles for Javelins and other laser-guided munitions. MAVs can also come in handy for spotting enemy vehicles. Without the support of infantry, winning a round of Tank Superiority can be tough. So even if there are no vehicles available at your base, you can still play an important role in securing a victory when deploying with the appropriate gear.

Tank Destroyers



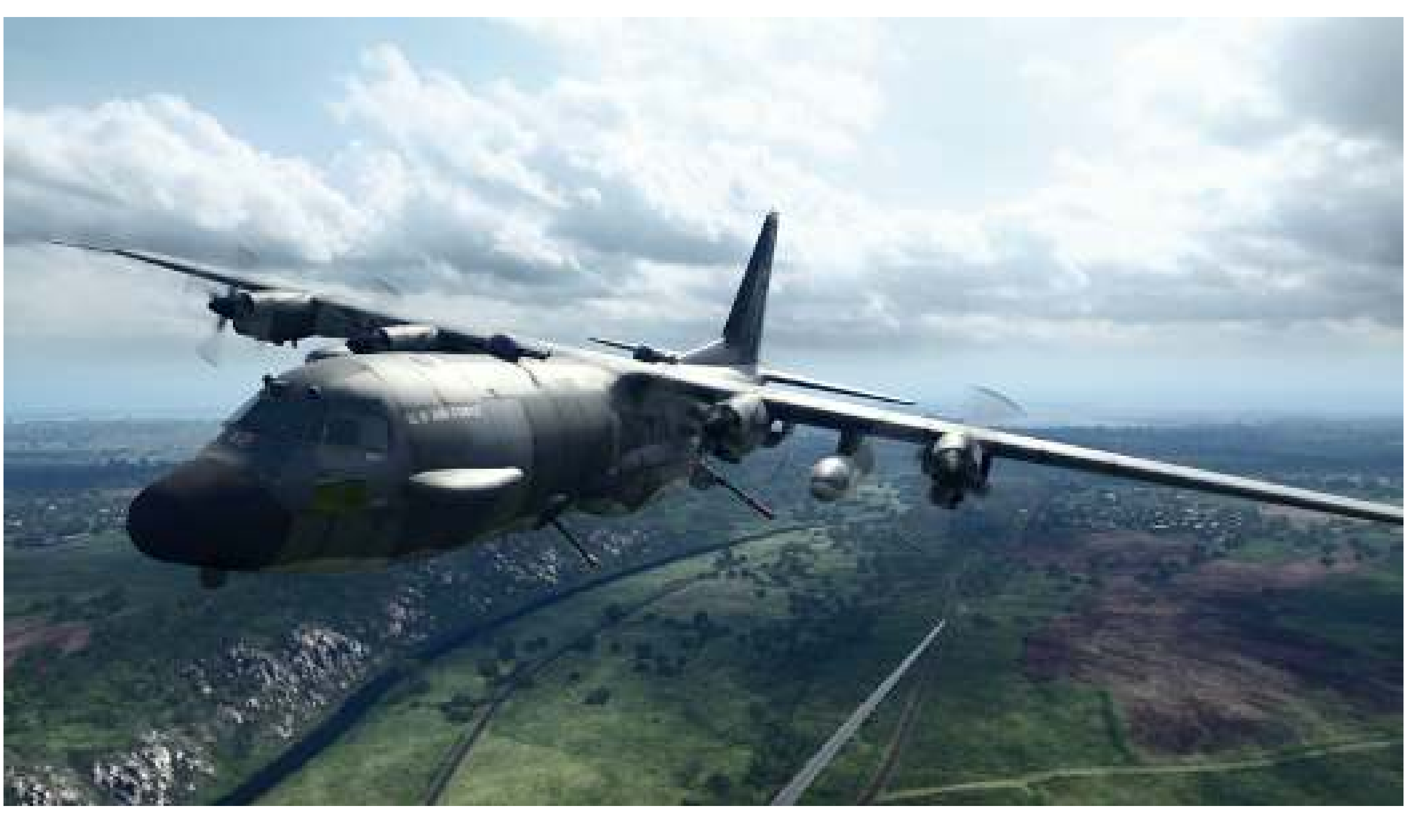
01-003 The new tank destroyers are essentially infantry fighting vehicles (IFVs) fitted with large tank cannons. Although faster and more maneuverable than tanks, the tank destroyers lack the thick armor of their bigger, badder counterparts. As a result, it’s important to keep a defensive mind-set when driving one of these vehicles, particularly when facing off against enemy tanks—always keep the tank destroyer’s thick front armor facing your target. In addition to dishing out some serious anti-tank firepower, tank destroyers can also serve as troop transports. Unlike the IFVs, in tank destroyers the passenger positions are not fitted with weapons. Still, hitching a ride in one of these armored vehicles is always preferable to hiking across a dangerous battlefield.

Mobile Artillery

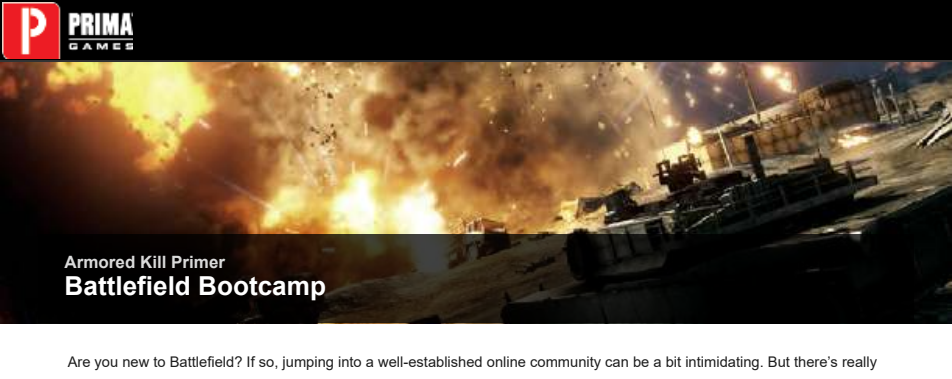


01-004 The new M142 and BM-23 mobile artillery units launch volleys of high-explosive rockets over great distances, giving each team the ability to bombard targets from across the map. Each vehicle is capable of launching up to six rockets in quick succession. From the gunner position, use the ladder-like reticle to adjust your aim, moving the rocket tubes both vertically and horizontally. When making vertical adjustments, the higher the pitch of the rocket tubes, the farther the rockets will travel. The rockets are by no means precision weapons and greatly benefit from the assistance of a forward spotter, helping you adjust your aim. If your rockets are falling short of the target, increase the pitch of the rocket tubes. Likewise, if the rockets are overshooting the target, reduce the pitch of the rocket tubes. When fired at great distances, the rockets impact beyond your visual range. So if you don’t have the feedback of a forward spotter, you’re firing blind. After firing six rockets, the vehicle automatically begins the long reload process. During this time the vehicle is completely defenseless unless fitted with one of the unlockable weapon upgrades. At close range mobile artillery units are vulnerable to attacks by infantry, tanks, and aircraft. So keep these units back from the front lines where they’re less likely to be harassed by enemies.

Gunship



The gunship is a new gameplay concept introduced by Armored Kill, rewarding one team with a powerful airborne weapons platform. In Conquest matches there is one control point on each of the new maps that spawns a gunship. Once captured, the control point grants the controlling team access to the gunship. During Rush matches, the attacking US team always has access to a gunship. Unlike in other aircraft, there is no pilot position in the gunship. Instead, the aircraft orbits around the map on its own with two crew positions accessible from the Spawn screen. Each gunner position is equipped with a port-mounted cannon as well as a top-mounted anti-aircraft turret. The 25mm cannon is capable of rapid fire, spitting out up to 30 rounds of high-explosive rounds in quick succession before entering a short reload phase. The 105mm cannon is essentially a tank gun mounted on the side of the aircraft. This heavy weapon fires one armor-piercing shell at a time, capable of disabling most ground vehicles with a single hit. In addition to serving as an awesome ground-attack aircraft, the gunship is also a mobile spawn point, dropping troops over the battlefield along its circular flight path.

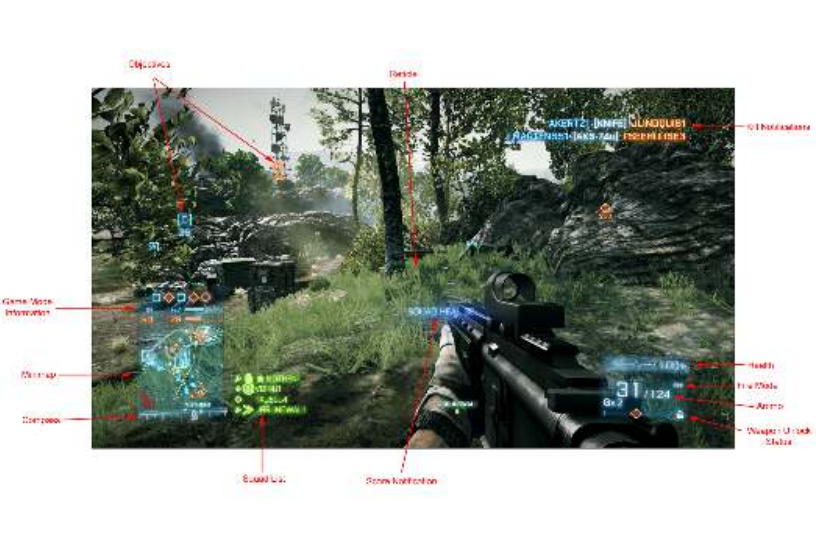


Armored Kill Primer

Battlefield Bootcamp

Are you new to Battlefield? If so, jumping into a well-established online community can be a bit intimidating. But there's really nothing to fear. Regardless of your experience or skill level, there is a role for everyone in Battlefield. In fact, this is one of the only online shooters where you can post a big score without even firing a single bullet. In this section, we cover basic gameplay mechanics and offer some helpful tips to assist you during your online career.

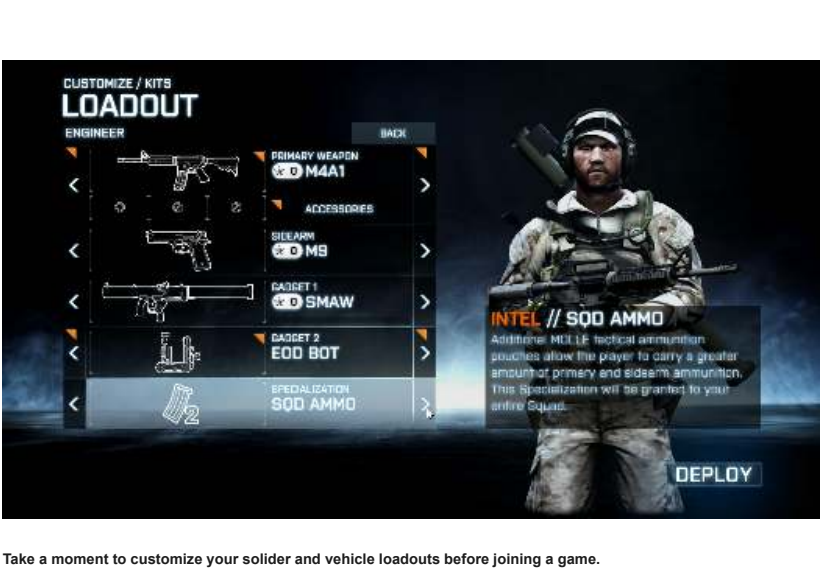
Interface



The heads-up display, or HUD, is the way that vital information is displayed on your screen. None of the items on your HUD are there for aesthetics. They are there to help you accomplish your objectives and keep you alive. Here's a brief explanation of every item on the HUD.

- **Reticle:** The reticle is the aiming point for your selected weapon and is always located in the center of the screen. To hit a target, place the reticle over it and fire. The reticle makes changes based on the weapon you're using. When firing at an enemy, watch for diagonal lines flashing around the perimeter of the reticle. This bloom animation means you are hitting the target. This is especially useful when making long-range shots.
- **Minimap:** Located in the screen's bottom left corner, the minimap provides a top-down, 360-degree view of the environment through which you are moving. The minimap rotates as you change direction so that the top of the minimap is always the direction you are currently facing. In addition to showing the terrain, the minimap also shows the location of all detected enemies as red triangles or red vehicle icons. Teammates show up as blue icons while squad members are green. Empty vehicles are represented by white icons.
- It is a good idea to constantly refer to the minimap to keep track of all detected enemies. Even if you can't see them visually, the minimap lets you know where they are located, whether behind a hill or inside a building. Finally, red and blue diamond icons show you the location of objectives—these same objective icons also appear on the HUD. The color of the ground on the minimap also has meaning. The red shaded terrain is out of bounds. If you move into this area, you have 10 seconds to get back on the map or else you will die.
- Compass: The compass is located just beneath the minimap and shows the direction you're currently facing.
- Game Mode Information: The icons and meters above the minimap relate to the current game mode. The diamond-shaped icons represent control points in Conquest mode and M-COM stations in Rush mode. The two meters below these icons track how many tickets each team has.
- Objectives: The square and diamond-shaped icons on the HUD represent objectives. Blue square icons are held by your team while red diamond icons are held by the opposing team. Beneath each of these icons is a number showing the distance to each objective in meters.
- Health: By default, your health is at 100 percent. But if you take damage, your health will drop. If it reaches 0, you die. You can slowly regenerate health by staying behind cover and avoiding injury. But the fastest way to heal is with a medic kit dropped by an assault player. Stand (or lay) close to a medic kit to rapidly restore your health.
- Ammo: The ammo count box in located in the screen's bottom right corner. Your ammo is represented by three numbers. The large number to the left indicates how many rounds you currently have loaded in the weapon's magazine. The small number to the right is the amount of ammo available in unloaded magazines. As you reload your weapon, the number on the right decreases as the number on the left increases up to the maximum amount the weapon's magazine can hold. The third number, below the ammo reserves, represents how many grenades you have.
- Fire Mode: This icon represents the selected fire mode of you weapon. Some weapons allow you to switch fire modes, choosing from single shot, automatic, and burst modes.
- Weapon Unlock Status: This status bar represents how close you are to the next unlock for the selected weapon. The more enemies you kill with a specific weapon, the more accessories you unlock.
- Kill Notifications: The text in the screen's top right corner reports recent deaths, showing who killed who and with what weapon or vehicle.
- Score Notification: Every time you earn points, text appears in the middle of the screen describing what action you're being rewarded for and how many points you gain.
- Squad List: Shown in green text on the right side of the minimap, the squad list shows every member of your squad as well as the kit and specialization they currently have equipped. The squad leader appears at the top of the list with a star icon next to their name.

Loadout Customization

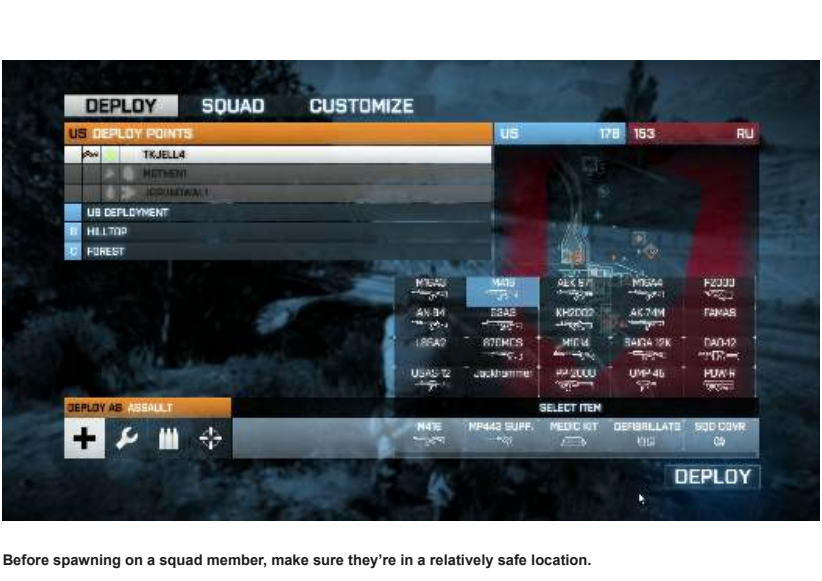


Additional MECLE tactical ammunition pouches allow the player to carry a greater amount of primary and sidearm ammunition. This Specialization will be granted to your entire Squad.

Take a moment to customize your solider and vehicle loadouts before joining a game.

While veteran Battlefield players are accustomed to being rewarded with new weapons and gear as they progress through their multiplayer career, there has never been so many customization options available. Each class, weapon, and vehicle has its own unlock progression, allowing you to unlock a variety of upgrades, accessories, gadgets, and specializations. When choosing your soldier's loadout, you can choose a primary weapon, a sidearm, up to two gadgets, and a specialization. Taking customization deeper, each primary weapon can be outfitted with a scope and with primary and secondary attachments. You can even choose loadouts for vehicles, selecting from a mix of unlocked upgrades, gadgets, and weapons. The more you play, the more unlocks you acquire. So don't forget to visit the Loadout screen to make adjustments that best fit your play style and the current needs of your team.

Spawn Screen



Before spawning on a squad member, make sure they're in a relatively safe location.

When you first join a game, the Spawn screen is where it all begins. Before immediately jumping into the game, take a few seconds to choose your class and gear. It's possible to switch primary weapons from the Spawn screen, but if you want to make more adjustments to your kit, choose the Customize option. This opens a new screen, allowing you to select different sidearms, gadgets, and specializations. You can also customize your primary weapon with accessories you've unlocked.

Once you're finished adjusting your loadout, return to the Spawn screen and figure out where you want to join the fight. If you're in a squad, you can spawn on any living squad member. Or if a recon squad member has deployed a radio beacon, you can spawn at its location. Depending on the game mode, there are also bases, deployment areas, and control points at which you can spawn. New to Battlefield 3 are jets and helicopters. If one of these is available, you can spawn directly into the pilot's seat of these idle aircraft. U.S. troops can also spawn directly into the AAV-7A1 AMTRAC, an armored vehicle that serves as a mobile spawn point.

As you can see, the spawning options are numerous. In most instances you should spawn on or close to your squad so you can provide support. But if your squad is in a tense firefight, sometimes it's safest to spawn at a less dangerous location; otherwise you may get killed as soon as you spawn into the game.

Movement Fundamentals

Sprinting is essential at the beginning of a match as players race to capture and defend key locations.

Moving your soldier around the battlefield is simple, especially if you've played the earlier installments or other first-person shooters. When standing, your soldier jogs at a moderate pace, ideal for getting around areas where threats are minimal. While crouched, you move slower, and while prone your movement is literally reduced to a crawl. However, since you are lower, you make a smaller target for the enemy to hit, and you can more easily duck behind cover. When advancing against an enemy position, it is best to move while crouched or prone, as it is harder for the enemy to detect you. These lower stances also cause the reticle to tighten up, indicating an increase in weapon accuracy. So make a habit of dropping to a knee or down on your belly before firing a shot.

At times, it is better to move fast by sprinting. You can't use weapons or equipment while sprinting, but you are much more difficult for the enemy to hit. Sprint when you have to move from one position of cover to another in an open area. But never sprint in tight confined spaces where you're likely to face enemy troops. If you encounter an enemy at close range while sprinting, chances are you won't have time to stop and aim your weapon, giving the enemy a huge advantage.

Caution

Some maps feature deep bodies of water, allowing you to swim. Avoid swimming at all costs. While in the water, you can't access your weapons, making you a sitting duck.

Parachutes

If you bail out of a plane or helicopter, make sure you do so within the map's boundary.

Whether jumping out of a damaged aircraft of hopping off a tall building, you can avoid cratering into the ground by deploying your parachute. While in free fall, press the Jump button/key once to open your parachute. You can slightly steer the parachute with standard movement inputs. But don't expect to travel great distances in your parachute, as the descent is rapid. It's possible to fire your weapons during the descent, but your accuracy is greatly diminished. If you're descending directly over an enemy position, consider dropping grenades—just make sure they explode before you reach the ground. But the longer you're in the air, the more attention you're likely to attract. For this reason, free-fall as long as possible and open the parachute just before you reach the ground. This is a great way to sneak into enemy-held territory.

Combat

While moving about the battlefield is a major part of gameplay, the sole purpose of movement is to get into a position where you can use your weapons to engage and eliminate the enemy. You have access to different types of weapons. However, the controls for using these weapons are fairly common.

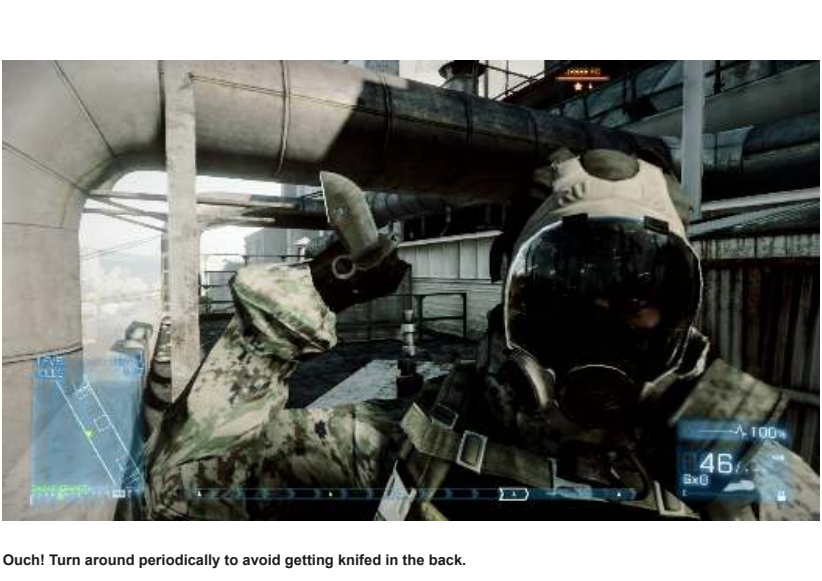
Spotting Targets

Always spot a target before opening fire to alert your teammates of an enemy's presence.

Before you attack your first enemy, you must first learn how to spot them. When you have an enemy player or vehicle in your sight, press the Spot button/key to highlight it for your team. This places a red icon on the HUD and minimap, showing your entire team where the enemy unit is located. Enemy infantry show up as red triangle icons while vehicles are represented by red vehicle icons. Targets remain spotted for only about five seconds, but that's usually more than enough time for your team to notice the threat.

Also, once the icon disappears, you can spot the target again as long as you've maintained a line of sight. If a teammate kills the target you tagged, you earn a Spot Bonus worth 10 points. So consider playing as recon with a high-powered scope and simply spot enemy units for your team. Even if you don't fire a shot, you can still rack up a decent score.

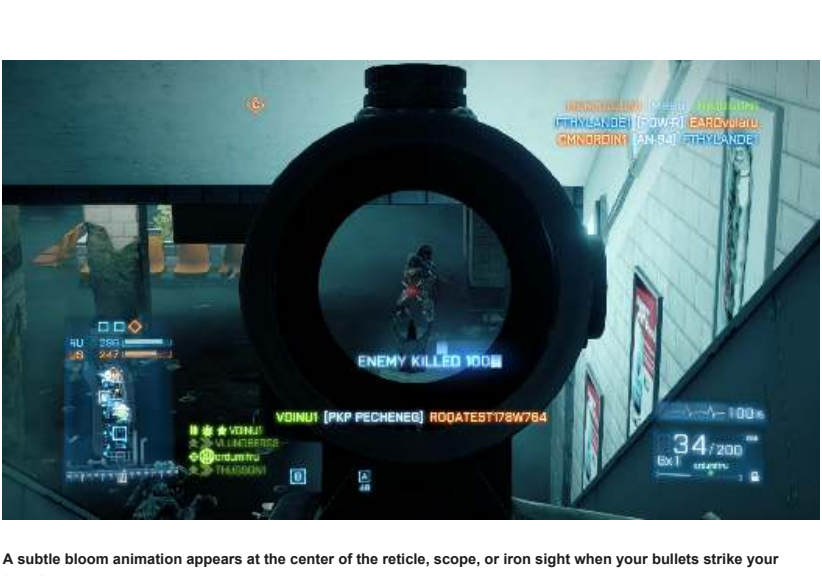
Knife



Ouch! Turn around periodically to avoid getting knifed in the back.

The knife is a standard-issue weapon available to all players, regardless of their class or rank. When approaching an enemy from behind, you can kill them instantly by attacking with the knife. But if you attack an enemy head-on, it now takes at least two swipes with the knife to score a kill from the front—a new gameplay mechanic introduced in Battlefield 3. So if an enemy is looking in your direction, think twice before attempting a knife kill. Chances are they'll shoot you in the face before you can get within striking range. Instead, always look for opportunities to flank, sneaking up behind unsuspecting opponents and knifing them from behind. As in Battlefield 2142 and every installment since, scoring knife kills earns you the victim's dog tags, providing you with a permanent trophy. In addition to scoring stealthy kills, the knife is also great for slicing through chain-link fences and other obstacles.

Firearms



A subtle bloom animation appears at the center of the reticle, scope, or iron sight when your bullets strike your target.

As mentioned earlier, the reticle in the screen's center is your aiming point for using weapons. Most of the weapons you use are direct fire, meaning that the projectile you fire travels in a basically straight line from your weapon to the target. Using these weapons is simple. Place the reticle directly over the target and then press the Fire button. For semiautomatic or single-shot weapons such as pistols, shotguns, and sniper rifles, each time you press the Fire button/key, you fire a single round. However, for automatic weapons such as submachine guns, assault rifles, and light machine guns, they will continue to shoot as you hold down the Fire button/key until they run out of ammo.

Most weapons in Battlefield 3 have selectable fire modes, allowing you to choose from single-shot, burst, and automatic modes. So experiment with each weapon's fire modes in an effort to increase accuracy and reduce recoil. When firing automatic weapons, the longer the burst, the less accurate your fire. Therefore, to maintain greater accuracy and still put a lot of lead on-target, fire in short bursts. You are more likely to kill your target, especially at medium to long range, with a few accurate rounds rather than spraying an entire magazine over a wide area. If recoil is still a problem, consider switching to burst or single-shot mode.

Iron Sights and Scopes

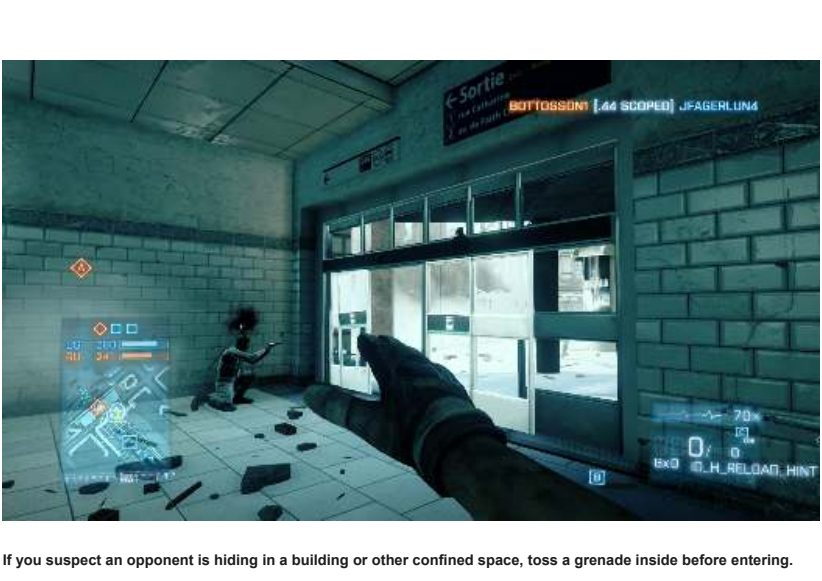
The reticle disappears when aiming through iron sights or a scope, but the bloom animation still appears when hitting a target.

When you fire a weapon using the reticle to aim, you are essentially firing from the hip, with the butt of your weapon in the crook of your arm. This is not very accurate and should only be used at close range. To increase your accuracy, press the Zoom button/key. This will bring up the iron sight view, where you are actually looking through the weapon's sight to aim. You bring the butt of the weapon up to your shoulder, giving you greater accuracy. If your weapon is equipped with a scope, the Zoom button/key will provide a view through the scope rather than the iron sight. Get in the habit of pressing the Zoom button to bring up your iron sight before firing. This is more accurate, and it provides a zoomed-in view of the target.

To further increase accuracy, crouch or drop prone and remain stationary while firing. When peering through high-powered scopes, there is noticeable sway, making it difficult to aim. You can temporarily reduce this sway by holding your breath (hold down the Sprint button/key). But this lasts for only a few seconds. You can completely eliminate scope sway by using a Bipod.

Gravity affects all firearms, causing bullets to drop over distance. When engaging targets at long range, compensate for gravity by aiming high.

Grenades



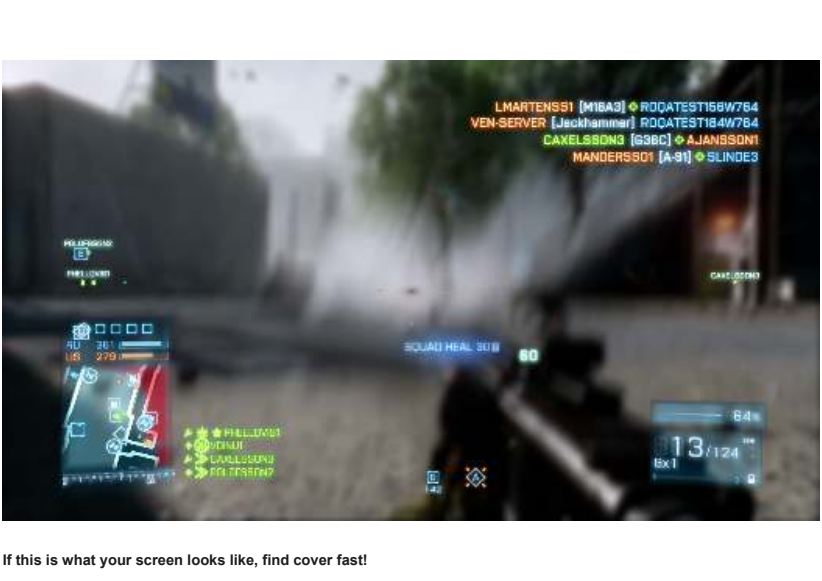
If you suspect an opponent is hiding in a building or other confined space, toss a grenade inside before entering.

Grenades require a bit more skill to use effectively since they are either thrown or launched. Unlike a bullet or rocket, which travels in a straight line, grenades travel in a parabolic arc due to their lower speed and gravity. In the case of a grenade launcher, the farther away you are from the target, the higher you need to aim. That is why the reticle for a grenade launcher has several horizontal lines for aiming points. For a short-range shot, use the top line. The farther away your target, use the lower lines. By using a lower aiming point, you are essentially aiming the weapon higher to lob the grenade toward the target.

Hand grenades work a bit differently. They are thrown rather than launched, and you don't get a separate reticle for aiming. Instead, use your weapon's reticle to best judge where you want to throw a grenade. One press of the Grenade button/key throws the grenade, shown as an orange flashing icon on the HUD. But hand grenades have limited range, so you may need to aim high to get them near your intended target—the farther your target, the higher you should aim your throw.

When using grenades, it is important to understand how they work. Rifle grenades fired from a launcher explode on impact. Hand grenades, in contrast, have a five-second fuse. As a result, you can bounce hand grenades around corners or roll them down inclines. Like your own grenades, enemy grenades show up as flashing orange icons on the HUD. So if you see one of these flashing icons nearby, sprint in the opposite direction before it explodes.

Suppression



If this is what your screen looks like, find cover fast!

The new suppression system will definitely make you think twice before exposing yourself to incoming fire. If rounds hit you or strike anywhere close by, you become suppressed. When you're suppressed, your vision is blurred and your weapon accuracy is greatly diminished. However, the effects of suppression pass quickly if you get out of the line of fire and seek cover. The new suppression mechanic can work in your favor too. Even if you don't have a clear shot at an opponent, open fire in an attempt to suppress them. Any class or weapon is capable of suppressing, but the support kit's light machine guns are most effective. These weapons' large magazine capacities allow you to lay down sustained heavy fire, ideal for keeping an opponent's head down. Each player has an invisible suppression radius around them. Simply landing rounds within this small radius suppresses the target. The new Suppression Assist score (50 points) is awarded if a teammate kills an opponent you've suppressed.

Vehicles

When driving a vehicle, consider slowing or stopping while your passengers are targeting enemies—you get points if they score a kill.

The maps in Battlefield 3 are massive. It can take a while to walk them on foot. Therefore, use vehicles to get around. There are several types of vehicles in the game, but they all are driven with similar controls. All vehicles have more than one seat. When you get into an empty vehicle, you are placed in the driver's seat by default. However, you can move to another position inside the vehicle with the press of a button/key, cycling through all seats. The driver has control of a vehicle's movement and, in the tanks and IFVs, the vehicle's turret-mounted main weapon. Most vehicles even have gunner and passenger positions, allowing teammates to man other vehicle-mounted weapons. So make sure all crew positions are filled before leaving a base or deployment area.

Jets

Feel the need for speed? Spawn directly into the pilot's seat of a waiting jet.

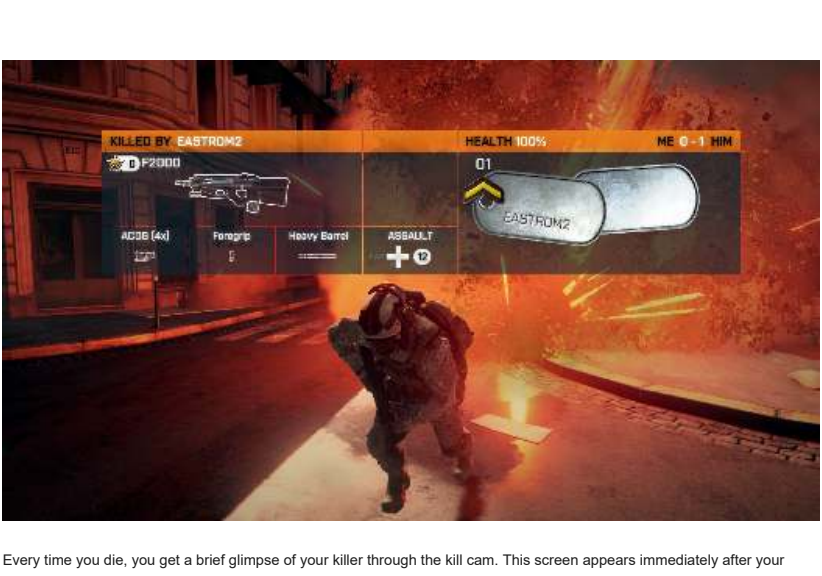
Jets aren't new to the Battlefield series. But they're back, adding a new layer of intensity to the conflict. Initially jets are equipped with only a cannon, useful for performing strafing runs and shooting down enemy aircraft. Like all the vehicles, jets have their own reward progression, allowing you to unlock more powerful air-to-air and air-to-ground weapons, including heat seekers, rocket pods, and guided missiles. So choose your weapons carefully based on the needs of your team. If they need help knocking out tanks, choose rocket pods or guided missiles. Or if your team is constantly harassed by enemy helicopters or jets, choose heat seekers to shoot down these threats. And veterans will be happy to know that all aircraft (jets and helicopters) have their own spawn points. So instead of lingering on a runway waiting for a jet to spawn, simply hold in the Spawn screen and spawn directly into the pilot's seat when a jet or helicopter is available.

Vehicle Damage

A single rocket hit will no longer destroy light vehicles like this Vodnik, but it may kill some of the occupants.

In Battlefield 3, vehicle damage has been completely overhauled. Now if vehicles take light damage, they slowly regenerate health on their own, assuming the vehicle stays out of danger and avoids taking damage for several seconds. However, if a vehicle takes heavy damage, it catches fire and becomes disabled. At this point, vehicle speed and mobility are greatly reduced, but the weapons still function—and the loss of speed and control is extremely dangerous when piloting a jet or chopper. While a vehicle is disabled, its health slowly declines until eventually it explodes. Only engineers can repair a disabled ground vehicle. Jets and helicopters in flight have the benefit of deploying the fire extinguisher upgrade to put out the flames and restore control. As a result of these changes, destroying vehicles outright is much more difficult, requiring you to disable a vehicle before it can be destroyed. Meanwhile, the crew of a disabled vehicle has a critical choice to make: Do they stay with the burning vehicle and try to score more kills, or do they bail out and attempt to find cover before their ride explodes?

Kill Cam

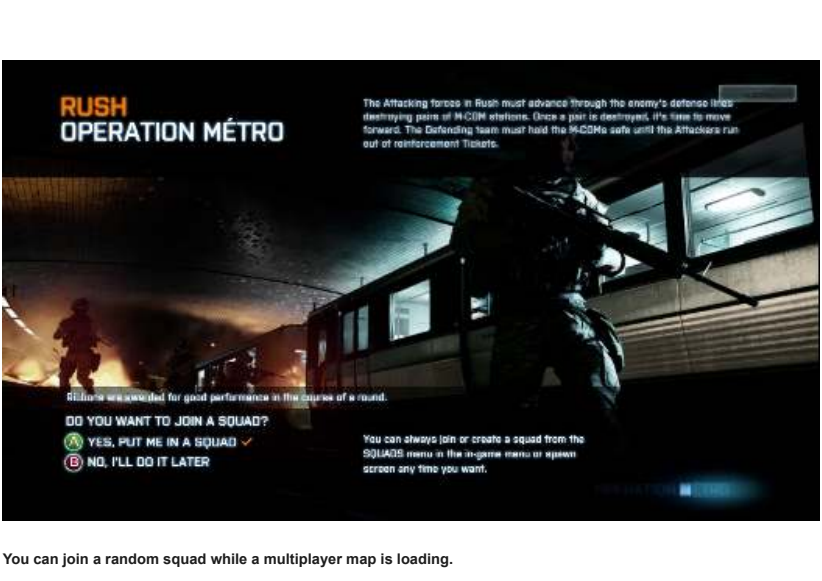


Every time you die, you get a brief glimpse of your killer through the kill cam. This screen appears immediately after your death, providing a brief shot of the player who killed you as well as their name, rank, health, kit, weapon, and specializations. It may seem like a frivolous feature, but the kill cam has larger implications for how the game is played. Snipers can no longer camp one spot and kill from an undisclosed location throughout the entire match. Through the kill cam, victims can see approximately where an enemy player is camping and enact revenge once they respawn. So make a habit of moving frequently, or else you're likely to face one of your angry victims sneaking up behind you with a knife.

Squad Play

If you've played past installments of Battlefield, you know the benefits of joining a squad. A squad is a four-player unit that can communicate with each other over headsets. Being able to talk to the other players in your squad allows you to discuss each situation and respond as a single unified fighting force. Beyond the obvious tactical advantages, being in a squad allows you to earn the squad bonus points, boosting your score and fast-tracking promotions. But if you're new to Battlefield and the squad system, let's take a look at how they work.

Joining a Squad



The Attacking forces in Rush must advance through the enemy's defense lines destroying pairs of M-COM stations. Once a pair is destroyed, it's time to move forward. The Defending team must hold the M-COMs safe until the Attackers run out of reinforcement Tickets.

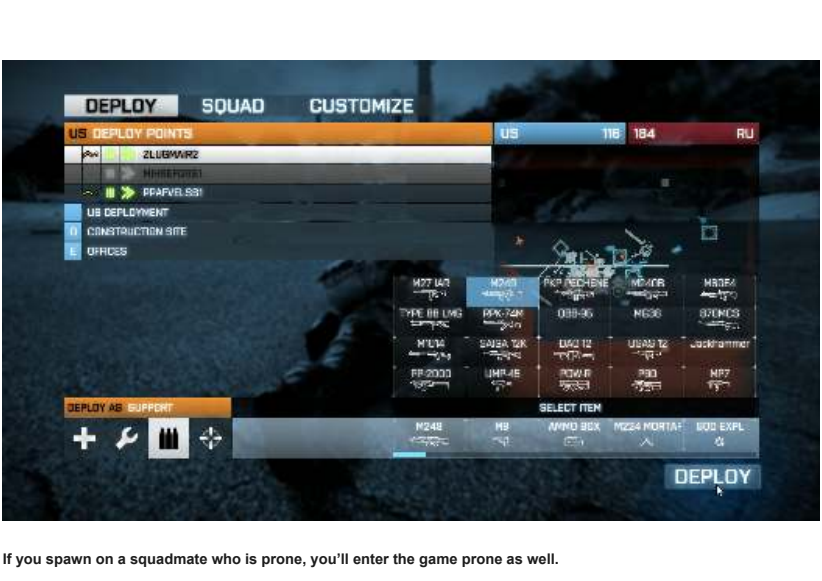
You can always join or create a squad from the SQUADS menu in the in-game menu or spawn screen any time you want.

You can join a random squad while a multiplayer map is loading.

At the start of any match, while the map is loading, you're asked if you want to join a squad. Always choose yes. In this instance, you'll be automatically assigned a squad randomly. Chances are your new squadmates are complete strangers, so say hi and ask what kit they could use before spawning into the game.

If you prefer playing with friends, you can create a squad from your friend's list before even joining a game. Choose the Invite a Friend option from the multiplayer's Quickmatch menu and send invites to anyone on your friend's list who is online. You don't need four players to form a squad, so feel free to join a game once you have at least one friend on your side. However, if you have less than four players in your squad, the extra slots could be filled by strangers. When your squad is formed and ready for action, choose the Find a Game option to begin a match.Squads can also be formed once in a game, allowing you to team-up with friends during the middle of a match.

Squad Spawn



If you spawn on a squadmate who is prone, you'll enter the game prone as well.

One of the huge benefits of playing in a squad is the ability to spawn on any squadmate. The Spawn screen shows many spawning options, including your team's base and control points. If you don't want to spawn at one of those static locations, select the name of one of your squad members. As you select their name, a blue circle icon appears on the map and the camera view switches, showing exactly where they are. Before spawning on a squad member, make sure they're in a safe location. The last thing you want to do is spawn in the middle of an enemy kill zone.

You can also spawn on any squad member who is in a vehicle with unoccupied seats. New to Battlefield 3 are radio beacons, deployed by recon troops. You can place these almost anywhere on the map, where they serve as forward spawn points for your squad. This is a great way for attackers to maintain a presence close to an objective, especially in Rush matches. But don't let enemies see where your radio beacon is placed; otherwise they may camp nearby and pick off your squadmates as they enter the game. When possible, place Spawn Beacons inside buildings to give squad members a safe and instant entry into the match. If Spawn Beacons are placed outdoors, squad members will spawn in parachutes above the battlefield, making them vulnerable to incoming fire as they drift toward the ground.

Teamwork

Issuing and following squad orders is a simple way to boost your score.

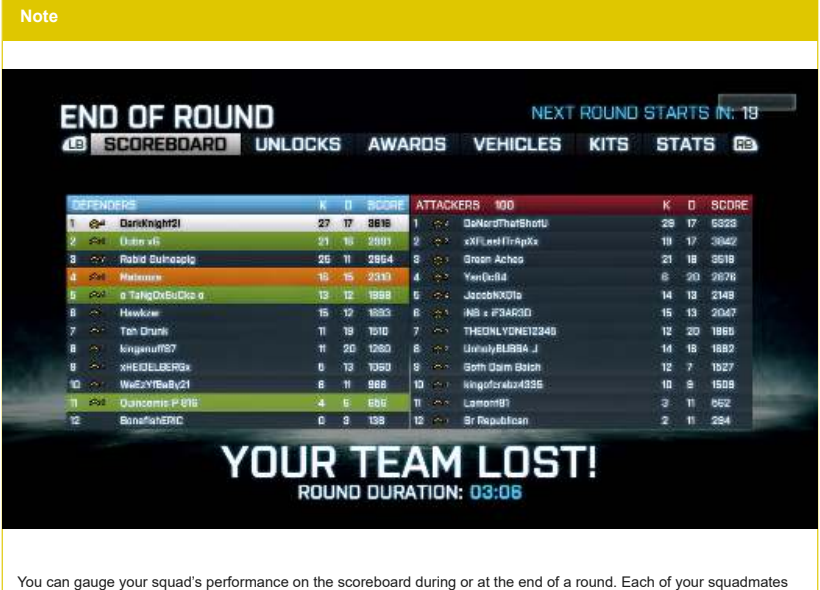
Once in the game, you can identify your squadmates by the green name tags above their heads accompanied by their kit icon. They also show up as green triangles on the minimap. Other teammates have blue name tags above their heads while enemies appear as red. Stay close to your squad so you can support one another. But don't cluster around each other too tightly or else all four of you can be eliminated by an explosive attack. Instead, try to stay within each others' line of sight. By simply communicating and working together, you can gain a huge advantage over your opponents, especially those who wander off by themselves.

In addition to talking to each other over your headsets, use the target-spotting system to tag enemies and issue attack/defend orders. Only the squad leader can issue orders, so watch for blinking boxes around objectives, such as M-COM stations and control points. If no order has been issued, ask your squad leader to place an order on an objective. Kills performed within close proximity of an objective marked with an attack/defend order results in Squad Attack Order (20 points) or Squad Defend Order (20 points) bonuses. So if you're the squad leader, don't forget to issue orders to help your squad's scores.

Tip

Squad member icons are always visible on the HUD, regardless of their location. If a squad member is behind you, their name/icon appears at the bottom of the HUD. Teammate names/icons are only visible when they're within your line of sight.

Note



You can gauge your squad's performance on the scoreboard during or at the end of a round. Each of your squadmates is highlighted by a green bar—your name is highlighted with an orange bar.

Multiplayer Tactics

Tactics is the combining of maneuvers and firepower to achieve an objective. We've already covered movement and weapons, so this section focuses on using the two together.

Plan Ahead

Before a round begins, take a few seconds to discuss tactics with your teammates. Any game plan is better than none.

There is an old saying that those who fail to plan, plan to fail. You need to come up with a plan before the bullets start flying. The best place to start is to look at your game mode's objectives, since those determine victory or defeat. While killing the enemy is always a goal, it is often a means to an end. Instead, focus on the objectives. Do you have to destroy a target, defend a position, or just get to a certain point on the map?

Once you know what you must do, look at the map and examine the terrain. Where are you located? Where is the objective? How will you get there? Are there any vehicles you can use? These are all questions you need to ask yourself. Once you have determined how to reach the target, you must then consider how to accomplish your orders. Will you need to get in close to plant an explosive charge on the target? If so, how will you secure the perimeter? Finally, you need to take into account your opposition. What does the enemy have, and where are they located? Usually you will not know that type of information until you get in close to the target and can see the enemy with your own eyes. Therefore, planning continues on the fly as you learn new information about enemy positions and actions.

Cover

If you can't find suitable cover nearby, drop prone in an attempt to avoid detection, and crawl to a piece of cover.

Combat is very dangerous. Bullets and other deadly projectiles fly through the air and can kill you outright if they make contact. The concept of cover is to place something solid between you and the enemy that will stop those projectiles and keep you safe. The multiplayer maps are filled with objects that you can use as cover—buildings, walls, trees, rocks, earthen mounds, and so on. Some types of cover will stop small-arms fire such as rifle bullets but not stop the heavier machine-gun fire. Walls of buildings will stop machine-gun fire but not rockets or tank rounds. Therefore, pick cover that will protect you from the current threat—objects constructed from wood or flimsy sheet metal won't stop a bullet.

Cover should become ingrained in your combat thinking. In addition to looking for enemies, you also need to be looking for cover. During a firefight, always stay behind cover. Leave cover only to move to another position with cover. If the cover is low, you may need to crouch down or drop prone to get behind it, standing only to fire over it. When moving from cover to cover, sprint to get there quicker.

While you want to stay behind cover, you also want to try to deny the benefit of cover to your enemies. Destroying their cover is a way to do that. Another way is to reduce the effect of their cover by moving to hit them from a direction from which they have no cover. This is called flanking. For example, if an enemy is taking cover behind a wall, move around to the side of the wall so that the wall is no longer between you and your target. Or, if you have an explosive weapon, you can simply blow a hole in the wall, taking your target out in the process.

Destructible Environments

WARN
KILL ASSIST

Tanks are great for dishing out destruction. Use their cannons to blow holes in walls and other pieces of cover.

One of the awesome features in Battlefield 3 is that many of the structures and objects can be damaged or outright destroyed. This presents a large range of possibilities and opportunities that will affect the tactics you use. For example, if the enemy is holed up in a house and taking shots at you from the windows, you could try to throw a grenade through the window or rush into the house via the doorway and clear the threat out with close-range combat. However, with destruction as an option, you can launch a rocket at a wall of the structure and blow a hole in it; you just might kill an enemy who was on the other side. If the enemy survived, you can then use direct fire to kill him, since you destroyed the wall providing cover.

Often structures can funnel you into a kill zone the enemy has set up. But you can blast your way through walls or other objects and come at the enemies from different directions they might not expect. While this may seem to favor the attacker, the defender can also use this as an advantage. Destroy potential cover the attacker may use to approach your position. Call in mortar strikes on groves of trees or shoot out wooden fences to deny the enemy a place to hide. As a result, you can create your own kill zones of open land that the enemy must traverse—all the while under the fire of your weapons.

Some structures that take heavy damage can completely collapse, killing everyone inside. Target a building's exterior walls until you hear a series of creaking and moaning sounds, indicating an imminent collapse. This can be a fun (yet inefficient) way to take out a pesky sniper hiding in an attic or upper floor. Obviously, if you find yourself in a creaking and moaning building, get out fast!

Long-Range Combat

When sniping, try to focus your fire down narrow choke points like streets, alleys, and bridges.

If possible, it is best to try to attack the enemy at long range before they're even aware of your presence. While sniper rifles work great for this type of combat, you can even use assault rifles, light machine guns, or rocket launchers to hit targets at long range. The key to winning at long range is to take your time. Drop prone, stay still, and use iron sights or scopes to increase your magnification and accuracy. As always, make sure you have some good cover in case the enemy decides to shoot back—if you can see them, they can see you. Also remember to fire in short bursts to ensure that more of your bullets hit the target.

Caution

Whenever aiming through a high-magnifi cation scope, a distinct glint is produced by the scope's lens, potentially giving away your position. Avoid scanning the battlefi eld through your scope to maintain concealment.

Close-Quarter Combat

Quick reflexes trump accuracy in close-quarter gun battles like this. This is why shotguns are so effective.

This type of combat is the exact opposite of long-range combat. In close quarters, such as in a town or even within a building, you don't have a lot of time to aim before shooting. However, at such short ranges, accuracy is not really a factor. Instead, you need a weapon that puts out a lot of firepower with some spread so you are more likely to get a hit while moving. Shotguns and submachine guns are great for close-quarter combat.

Your minimap is also an important tool, especially if teammates have spotted targets. Since you can see where enemies are located, use this info to set up shots while strafing around corners. Your weapon will already be aimed at the target as it appears on the minimap, which saves you just enough time to have the advantage and make the kill rather than be killed. Don't forget to use grenades, which can be thrown around corners or over walls to hit enemies who think they are safe behind cover.

Have you just run out of ammo in the middle of a close-quarter duel? It's much faster to draw your pistol than to reload your main weapon. Or if your opponent is reloading, too, rush in for a melee kill.

Engaging Vehicles

If you don't have the firepower to kill a tank, don't draw its attention. Instead, seek cover and spot the tank for teammates capable of taking it out.

Attacking vehicles is dangerous—especially when you are an infantryman. However, modern soldiers have a lot of firepower they can use to disable and destroy vehicles. This role usually falls to the engineer, who carries antitank rocket launchers and mines. It takes only a single rocket to disable most light vehicles. However, tanks and IFVs require at least two rocket hits to disable, and even more to destroy. Always try to attack tanks from the rear, where their armor is the weakest. Rocket launchers are most effective, but grenade launchers can work in a pinch, too, assuming the vehicle is already heavily damaged. Of course, the best way to kill a tank is with another tank.

Even if you don't have those powerful weapons or gadgets, you can still damage light vehicles with small-arms fire. The gunners on the Growler ITV and VDV Buggy are completely exposed—shoot them and the vehicles lose their firepower. For those who are really daring, engineers can place mines in the path of moving vehicles. C4 (now carried by the support kit) is also very effective against vehicles, but you have to get very close to slap on a charge.

Tip

In addition to having weak side and rear armor, the top armor of tanks are also weak. When possible, try to target a tank's top armor to maximize damage. Javelins are ideal for scoring top-hits on tanks.

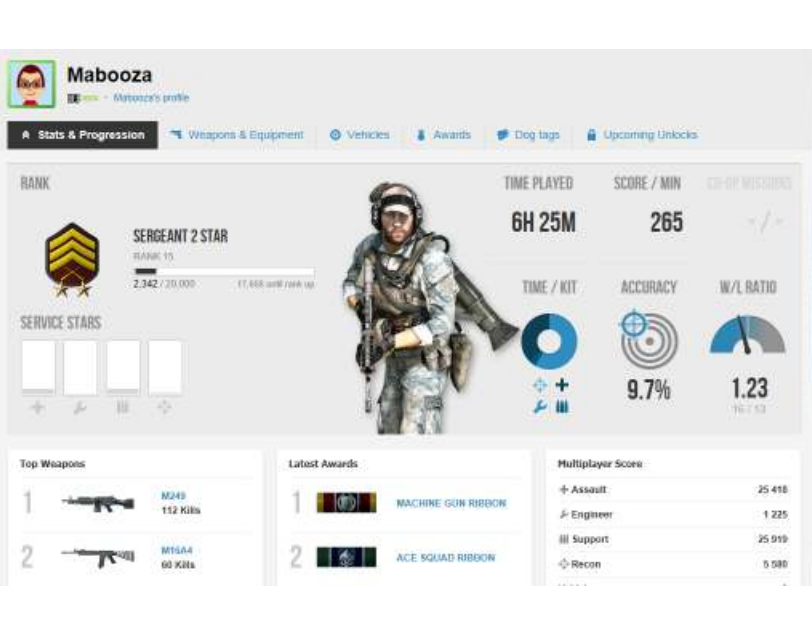
Persistence System

01
PRIVATE FIRST CLASS
ENEMY KILLED 100

A message appears at the screen's top each time you earn a new promotion.

Almost every action performed in a multiplayer match can earn you points. Points not only determine which players are listed at the top of the scoreboard after a round, but they also help you unlock new weapons, gadgets, and specializations and even help you achieve new ranks. So at the end of a round, check out your overall performance in the End of Round screens. These screens show your current rank and your progress toward achieving the next rank. It also has statistical breakdowns of your score, showing how many points were earned with each kit, your vehicles, and your awards. Speaking of awards, any dog tags, medals, or ribbons earned during the round are shown in the "Unlocks" and "Awards" sections. The Kits screen shows how much progress you've made toward unlocking new equipment for each kit. For complete information on the game's scoring system, reference the Battlefield Compendium. There you'll find scoring details for each possible action. Knowing exactly which actions earn you points may change the way you approach each battle.

Battlelog



Review your multiplayer stats, awards, and unlocks from the Battlelog website.

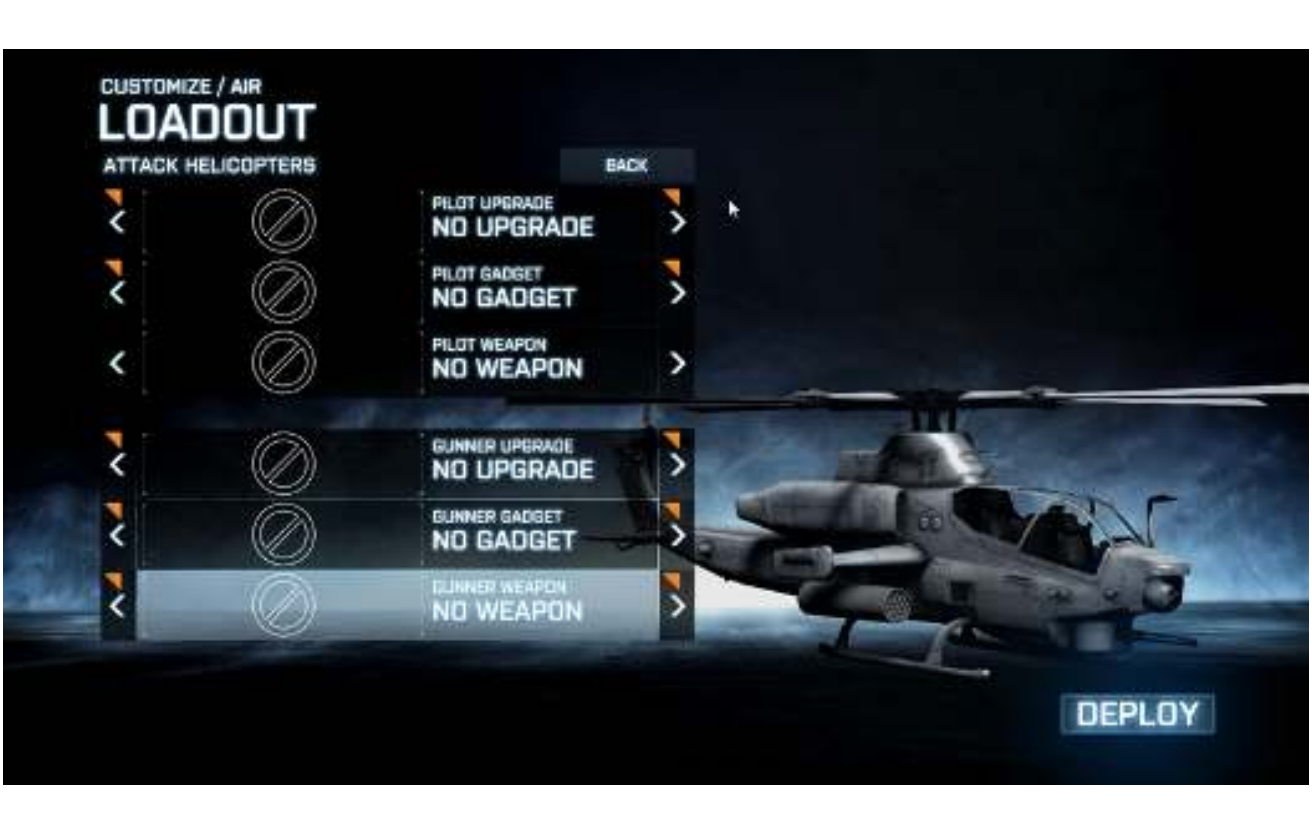
URL: battlelog.battlefield.com

The new Battlelog website allows you to keep tabs on everything happening in Battlefield 3, even when you're away from the game. Log in to the Battlelog using the e-mail address and password associated with your EA.com or Origin.com account. The Battlelog keeps track of every stat imaginable and offers social networking features, allowing you to see what your friends have been up to. By creating or joining a platoon, you can guarantee you always have a reliable group of friends to play with. PC players can even access a server browser and join games directly from the Battlelog.

Vehicles

Vehicles are one of the highlights of any Battlefield game. Nothing can be more entertaining than hopping into a tank and cruising across the landscape, laying waste to enemy vehicles and structures alike. Armored Kill takes vehicle combat to the next level, featuring giant maps and new vehicles, including tank destroyers, mobile artillery units, and the powerful gunship.

Vehicle Customization



Before spawning into a game, take a moment to customize your vehicle loadouts. In Battlefield 3, most of the vehicles can be customized utilizing unlockable upgrades, gadgets, and weapons. The more you use a vehicle from a particular class, the more points you earn. Unlocks are awarded at regular intervals in a linear progression. Armored Kill introduces vehicle assignments, allowing for more upgrade options through the completion of certain tasks. Once an unlock is awarded, you can assign it through the same loadout screen you use to customize the soldier classes. With the exception of attack helicopters, all vehicles have three assignable slots: one upgrade slot, one gadget slot, and one weapon slot. Attack helicopters benefit from six slots, three for the pilot and three for the gunner. Upgrades are passive and require no action to take advantage of their benefits. Meanwhile, gadgets and weapons require some interaction on the part of the driver or pilot to deploy. So as you progress through your multiplayer career you will have to make some tough decisions as to what unlocks you wish to equip. Some unlocks improve offensive capabilities while others impact survivability. So experiment with the different options until you find a combination that best suits the tactical situation and your style of play. The unlock progression for each vehicle type is provided in this chapter, listing the point requirements for each as well as a brief description of every upgrade, gadget, and weapon. There are no unlocks available for light vehicles and transport helicopters.

Light Vehicles

The light vehicles are the fastest land vehicles in the game, useful for rushing control points and M-COM stations at the start of a battle. But their light armor and exposed positions make them death traps if driven into heavy action. Most explosive munitions can disable these vehicles with one hit, potentially killing the driver and passengers. Their greatest defensive assets are their speed and their off-road capability. To ensure survival, use these vehicles to traverse terrain on a map's periphery, and stay away from heated battles near control points and M-COM stations. Although these vehicles can attain high speeds on roads, most roads are traveled by larger and more deadly vehicles, like tanks and IFVs. So stay off-road and out of sight. Such tactics are essential when staging raids on distant enemy-held control points or M-COM stations. There are no vehicle unlocks or loadout options for the light vehicles.

Quad Bike

Nationality: US and RU Description: Fast unarmored transport vehicle with two seats.

Vehicle Performance

Speed	☐🟨🟨☐☐
Armor	☐☐☐☐☐
Firepower	☐☐☐☐☐

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	None
2	Passenger	Troop Kit

Field Notes

The quad bike is the fastest ground vehicle available, making it ideal for zipping across the battlefield at high speed while avoiding the slower, heavily armored vehicles. The driver has no access to weapons, but the passenger riding on the back can equip all weapons in their troop kit. But at high speed, firing from the back of a fast-moving quad bike is highly inaccurate.

Light Vehicle Tactics

- Quad bikes have no armor, leaving the driver and passenger completely exposed. Furthermore, the vehicle can be quickly destroyed by small-arms fire, so keep moving and avoid areas of high enemy concentration.
- Quad bikes make excellent car bombs. Stick two or three C4 charges to the front of a quad bike and then drive it into the side or rear of an enemy tank or tank destroyer. While traveling at high speed, jump off the quad bike approximately 20 meters before impacting the enemy vehicle. The quad bike will continue traveling in a straight line toward the enemy vehicle. When the driverless quad bike makes contact, detonate the C4 to score an unorthodox vehicle kill.
- It's possible to accurately fire guided anti-vehicle weapons like the Javelin, IGLA, or Stinger from the back of a moving quad bike. This combination can make the quad bike a formidable threat on a battlefield filled with tanks and aircraft.
- Given their speed, quad bikes are great for scoring road kills. Simply drive directly toward enemy troops at high speed and run them down before they can dash out of your way.
- At the start of a battle, don't drive off in one of these vehicles until a teammate hops on the back. On most maps, these vehicles serve as your team's primary means of transportation. Stranding teammates at your base won't win you any fans. However, your squadmates can spawn into the vehicle if there is an available seat.
- Quad bikes can perform some amazing jumps. Look for ramps or other sloped terrain to send this vehicle flying through the air.

Tank Destroyers

The new tank destroyers are essentially infantry fighting vehicles (IFVs) fitted with large tank cannons. Although faster and more maneuverable than tanks, the tank destroyers lack the thick armor of their bigger, badder counterparts. As a result, it's important to keep a defensive mind-set when driving one of these vehicles, particularly when facing off against enemy tanks—always keep the tank destroyer's thick front armor facing your target. In addition to dishing out some serious anti-tank firepower, tank destroyers can also serve as troop transport. Like the IFVs, the passenger positions in tank destroyers are equipped with machine gun ports, ideal for defending the vehicle's flanks from enemy infantry.. In many battles, tank destroyers offer the safest method of moving teammates to the front lines. So don't drive away from your base until you've filled as many seats as possible—hitching a ride in one of these armored vehicles is always preferable to hiking across a dangerous battlefield.

Tank Destroyer Service Stars

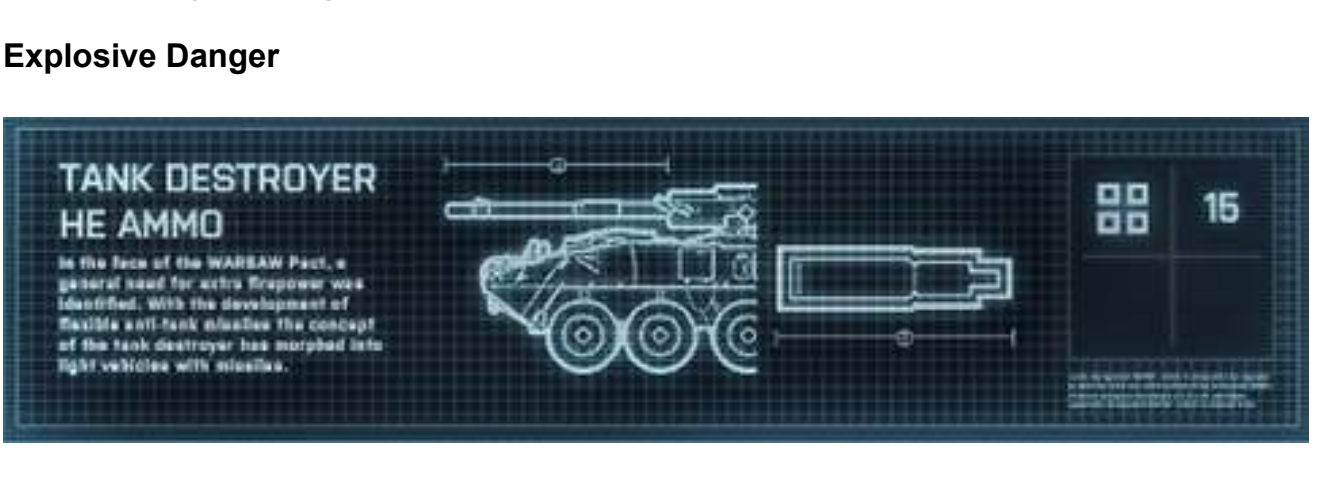
You earn a service star for every 40,000 points you score with a tank destroyer; 100 tank destroyer service stars are available.

Tank Destroyer Unlock Progression

Image	Name	Loadout Slot	Points	Description
	IR Smoke	Gadget	400	Smoke grenades enhanced with metal filaments that when launched remove laser-designation, spoof incoming guided missiles, and prevent enemies from revealing your position to teammates.
	Coaxial LMG	Weapon	800	A light machine gun mounted coaxially to your main weapon.
	Autoloader	Upgrade	1600	An enhanced mechanism decreases the minimum time between firing rounds in your main weapon.
	Zoom Optics	Gadget	3000	A secondary weapon sight with up to 3x magnification.
	Maintenance	Upgrade	6000	Preventative maintenance procedures improve your vehicle's recovery from damage.
	Proximity Scan	Upgrade	10000	External sensors detect and reveal enemy units on your minimap.
	Guided Shell	Weapon	16000	A Smart Target-Activated Fire and Forget shell that can lock on to and track enemy land vehicles and can acquire laser-designated targets even if they are out of line-of-sight.
	Thermal Optics	Gadget	22000	A secondary weapon sight with thermal optics that highlights soldiers and vehicles for efficient target identification.
	Thermal Camo	Upgrade	28000	Anti-reflective coating on your vehicle increases enemy locking and tracking difficulty and decreases the time you are revealed to the enemy after being spotted.
	Canister Shell	Weapon	34000	A tank shell encasing thousands of tungsten balls fired though the cannon muzzle like a shotgun.
	Reactive Armor	Upgrade	40000	Reactive armor panels and/or slats absorb the impact from anti-tank weapons, protecting you from damage but being destroyed in the process.

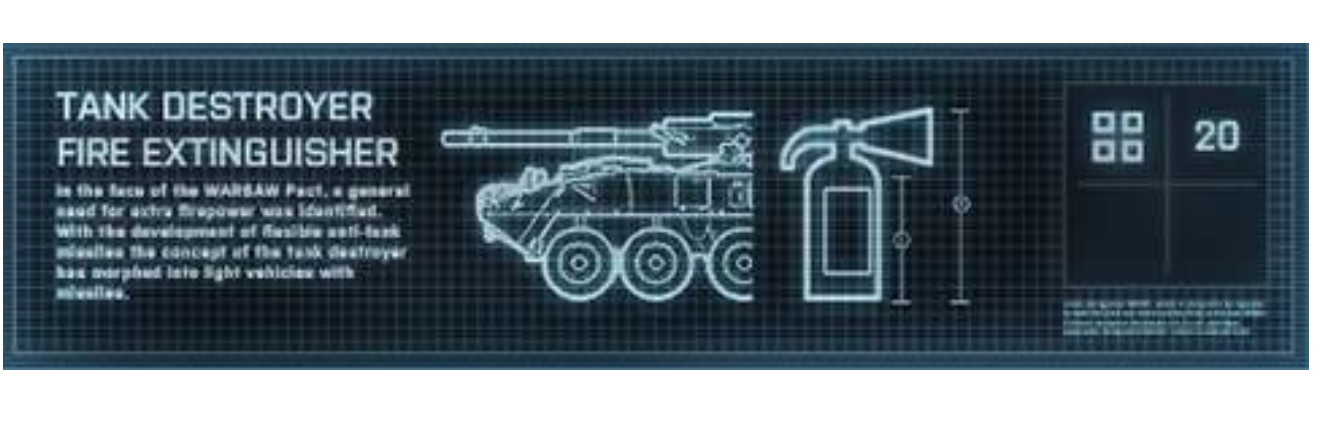
Tank Destroyer Assignments

Explosive Danger



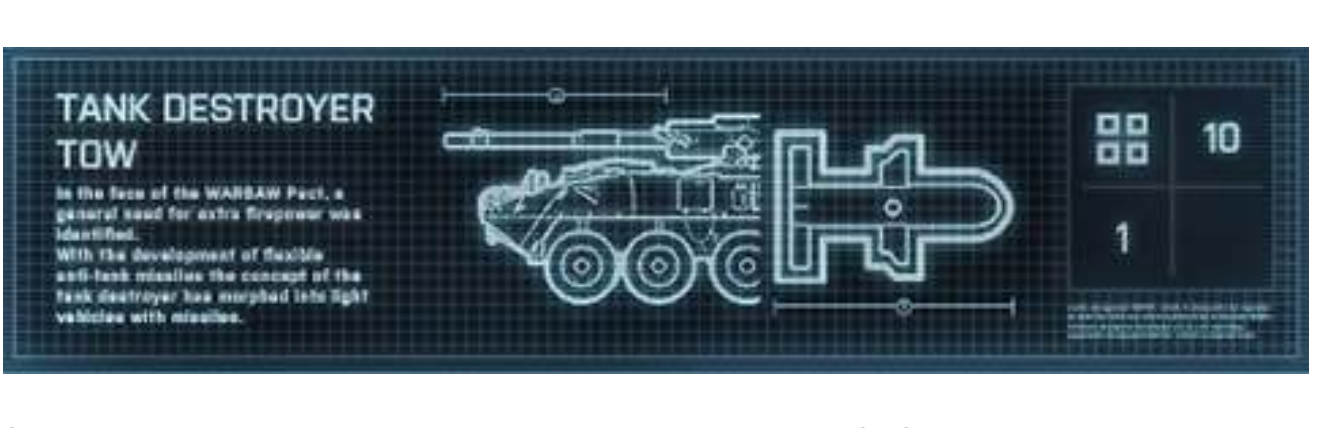
Criteria: Get 15 kills with tank destroyer. Reward: Unlocks HE ammunition for tank destroyers.

Need Repair



Criteria: Repair 20 friendly vehicles. Reward: Unlocks fire extinguisher for tank destroyers.

Wired Attack



Criteria: Destroy 10 tank destroyers. Destroy 1 mobile artillery. Reward: Unlocks TOW for tank destroyers.

M1128

Nationality: US Description: The M1128 is an eight-wheeled tank destroyer used by the USA and Canada.

Vehicle Performance

Speed	☐🟨☐☐☐
Armor	☐🟨🟨☐☐
Firepower	☐🟨🟨☐☐

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	105mm Cannon
2	Passenger	Machine Gun
3	Passenger	Machine Gun
4	Passenger	Machine Gun
5	Passenger	Machine Gun

Field Notes

With the exception of its large 105mm cannon, the M1128 looks and performs similarly to the LAV-25. This is a relatively fast and maneuverable eight-wheeled vehicle capable of repelling all small-arms fire. However, the M1128 is vulnerable to attacks by tanks, helicopters, and jets. So be ready to drop off your passengers if you come under heavy attack.

SPRUT-SD

Nationality: RU Description: Russian light and highly mobile tank destroyer based on the BMD-3 chassis.

Vehicle Performance

Speed	☐🟨☐☐☐
Armor	☐🟨🟨☐☐
Firepower	☐🟨🟨☐☐

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	125mm Cannon
2	Passenger	Machine Gun
3	Passenger	Machine Gun
4	Passenger	Machine Gun
5	Passenger	Machine Gun

Field Notes

The Russian SPRUT-SD has a sleek low profile when compared to its boxy American counterpart. This makes it a little easier to conceal the vehicle behind low hills and other pieces of cover. But the SPRUT-SD is most effective when on the move. Use its speed and large passenger capacity to transport troops to the front lines or flank slower tanks.

Tank Destroyer Tactics

- Never charge into a group of enemy infantry. Tank destroyers are well-armored, but they can't withstand more than two or three rocket hits, not to mention mines. Instead, hold back and engage infantry from a safe distance, where they can't sneak up behind you. HE ammunition, unlocked by completing the Explosive Danger assignment, is most effective against infantry. The coaxial LMG also gives the driver better protection against infantry.
- Unlike their IFV counterparts, tank destroyers are not amphibious, so avoid driving these heavy vehicles into deep bodies of water.
- When engaging a tank destroyer, try to maneuver so you can score a side or rear hit, where the vehicle's armor is thinnest. Likewise, when driving one of these vehicles, be mindful of these weak spots and try to keep the vehicle's front armor facing the enemy at all times.
- Be careful when transporting your entire squad in a tank destroyer. A hit from a helicopter or jet's guided missile could send your whole squad back to the respawn screen.
- Complete the Wired Attack assignment as quickly as possible to gain access to the TOW missile upgrade. This works just like the ATGM Launcher upgrade found on the IFVs. While waiting for the main gun to reload, fire a missile at your target to keep up the offensive pressure. The added firepower can make all the difference when caught in a dangerous duel with an enemy tank.
- The fire extinguisher is a worthwhile upgrade and it's relatively easy to unlock. As an engineer, just complete 20 repairs on friendly vehicles to complete the Need Repair assignment to unlock this upgrade. Once equipped, the fire extinguisher can be used to put out a fire if your vehicle becomes disabled. This allows you to maintain speed and maneuverability, allowing you to reach a safer location before conducting repairs.

Mobile Artillery

The new M142 and BM-23 mobile artillery units launch volleys of high-explosive rockets over great distances, giving each team the ability to bombard targets from across the map. Each vehicle is capable of launching up to six rockets in quick succession. From the gunner position, use the ladder-like reticle to adjust your aim, moving the rocket tubes both vertically and horizontally. When making vertical adjustments, the higher the pitch of the rocket tubes, the farther the rockets will travel. The rockets are by no means precision weapons and greatly benefit from the assistance of a forward spotter, helping you adjust your aim. If your rockets are falling short of the target, increase the pitch of the rocket tubes. Likewise, if the rockets are overshooting the target, reduce the pitch of the rocket tubes. When fired at great distances, the rockets impact beyond your visual range. So if you don't have the feedback of a forward spotter, you're firing blind. After firing six rockets, the vehicle automatically begins the long reload process. During this time the vehicle is completely defenseless unless fitted with one of the unlockable weapon upgrades. At close range mobile artillery units are vulnerable to attacks by infantry, tanks, and aircraft. So keep these units back from the front lines, where they're less likely to be harassed by enemies.

Mobile Artillery Service Stars

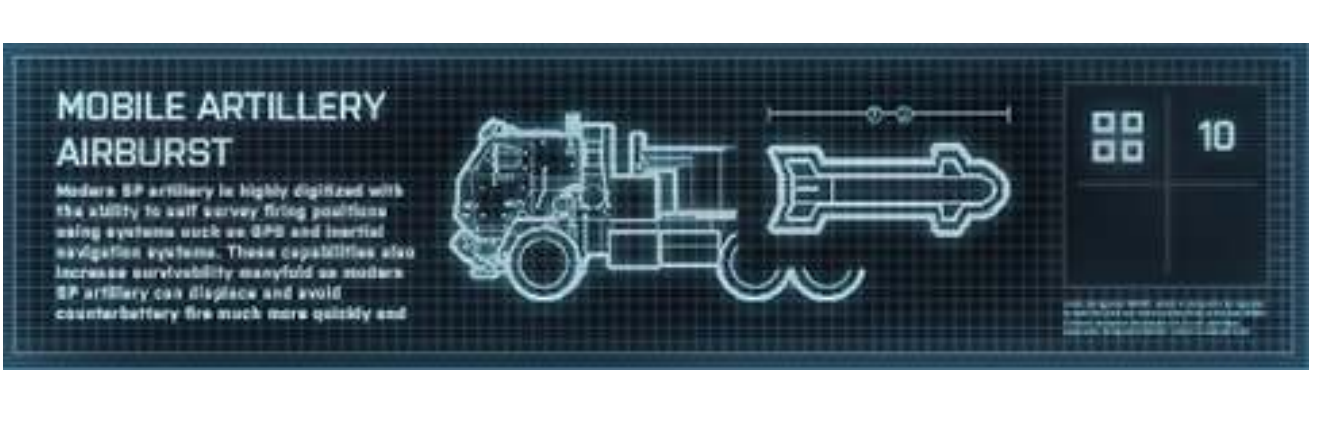
You earn a service star for every 9,000 points you score with a mobile artillery unit; 100 mobile artillery service stars are available.

Mobile Artillery Unlock Progression

Image	Name	Loadout Slot	Points	Description
	IR Smoke	Gadget	400	Smoke grenades enhanced with metal filaments that when launched remove laser-designation, spoof incoming guided missiles, and prevent enemies from revealing your position to teammates.
	Autoloader	Upgrade	800	An enhanced mechanism decreases the minimum time between firing rounds in your main weapon.
	Proximity Scan	Upgrade	1600	External sensors detect and reveal enemy units on your minimap.
	ATACMS Missile	Weapon	2500	Locks on ground vehicles and laser-designated targets.
	Maintenance	Upgrade	3500	Preventative maintenance procedures improve your vehicle's recovery from damage.
	Zoom Optics	Gadget	4500	A secondary weapon sight with up to 3x magnification.
	Thermal Camo	Upgrade	5500	Anti-reflective coating on your vehicle increases enemy locking and tracking difficulty and decreases the time you are revealed to the enemy after being spotted.
	TOW	Weapon	7000	Wire-guided anti-tank missile launcher.
	Proximity Defense	Gadget	9000	Incendiary smoke that damages enemies within the proximity.

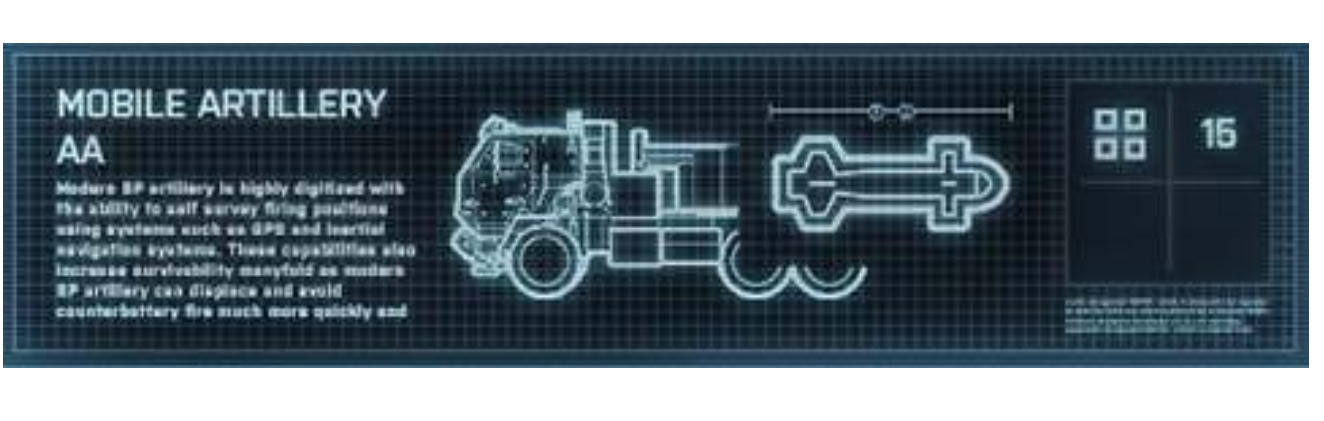
Mobile Artillery Assignments

Rocket Specialist



Criteria: Get 10 kills with mobile artillery. Reward: Unlocks air-burst missiles for mobile artillery.

Anti-Air Support



Criteria: Get 15 kills in the gunship. Reward: Unlocks anti-air missiles for mobile artillery.

M142

Nationality: US Description: Mobile rocket artillery used by the US Marine Corps and Fire Brigade.

Vehicle Performance

Speed	☐🟨☐☐☐
Armor	☐🟨☐☐☐
Firepower	☐🟨🟨☐☐

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	None
2	Gunner	227mm Rockets

Field Notes

The hulking M142 is approximately the size of a bus. So don't expect to get anywhere fast in this vehicle. Fortunately, it's best deployed behind the front lines, so its sluggish acceleration and wide turn radius shouldn't be much of a drawback. While the outer skin of the vehicle can repel small-arms fire, the driver can be shot through the narrow front and side windows.

BM-23

Nationality: RU Description: Russian multiple rocket launcher system mounted on a Soviet truck.

Vehicle Performance

Speed	☐🟨☐☐☐
Armor	☐🟨☐☐☐
Firepower	☐🟨🟨☐☐

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	None
2	Gunner	300mm Rockets

Field Notes

The BM-23 is the direct descendant of Katyusha rocket launchers dating back to World War II—and Battlefield 1942. Unfortunately, accuracy hasn't improved much. The BM-23 is a bit smaller and more nimble than its American counterpart. But the large windows of the truck's cab make the driver extremely vulnerable to small-arms fire.

Mobile Artillery Tactics

- Despite their impressive display, the standard rockets fired by the mobile artillery units don't cause much splash damage. It practically takes a direct hit to significantly damage an armored vehicle like a tank or tank destroyer. But the impact of multiple rockets in a small area can have a significant psychological effect on infantry, causing them to scramble for cover. So even if you don't score too many kills with these vehicles, they play a big role in suppressing enemy troops during attacks on control points and M-COM stations. Complete the Rocket Specialist assignment to unlock air-burst rockets for greater effectiveness against infantry.
- Always employ a squadmate to act as a forward observer when firing rockets at targets beyond your visual range. Being able to speak with your forward observer through a headset makes a huge difference when it comes to accurately placing rockets on target.
- The rockets have an effective range of approximately 650 meters when the rocket tubes are raised to their maximum angle and when the vehicle is parked on even terrain. However, you can get a bit more distance from the rockets by parking the unit on an elevated slope. This allows you fire the rockets at a steeper trajectory, resulting in greater range.
- Make a habit of parking these vehicles in remote areas of the map where they're less likely to be disturbed by enemies traveling between control points or other high-traffic areas. However, once you start firing rockets, your position will be easy to spot. So make a habit of moving the vehicle after you've fired a volley of rockets. Staying in one position too long can make you an easy target for enemy aircraft and counter-artillery bombardments.
- When encountering enemy vehicles at close range, these vehicles are defenseless unless equipped with one of the unlocked weapon upgrades, such as the ATACMS or TOW missiles. These weapons are far more accurate against nearby targets than the standard rockets. Enemy infantry are more problematic. The Proximity Defense upgrade deploys toxic smoke around the vehicle, giving you a chance to escape.

Gunship

The gunship is a new gameplay concept introduced by Armored Kill, rewarding one team with a powerful airborne weapons platform. In Conquest matches there is one control point on each of the new maps that spawns a gunship. Once captured, the control point grants the controlling team access to the gunship. During Rush matches, the attacking US team always has access to a gunship. Unlike in other aircraft, there is no pilot position in the gunship. Instead, the aircraft orbits around the map on its own with two crew positions accessible from the Spawn screen. Each gunner position is equipped with a port-mounted cannon as well as a top-mounted anti-aircraft turret. The 25mm cannon is capable of rapid fire, spitting out up to 30 rounds of high-explosive rounds in quick succession before entering a short reload phase. The 105mm cannon is essentially a tank gun mounted on the side of the aircraft. This heavy weapon fires one armor-piercing shell at a time, capable of disabling most ground vehicles with a single hit. In addition to serving as an awesome ground-attack aircraft, the gunship is also a mobile spawn point, dropping troops over the battlefield along its circular flight path.

Gunship

Nationality: US and RU Description: Heavily armored ground-attack vehicle with mounted HMG and cannon.

Vehicle Performance

Speed	☐🟨🟨☐☐
Armor	☐🟨🟨☐☐
Firepower	☐🟨🟨🟧🟥

Vehicle Occupancy

Seat	Position	Weapon
1	Gunner	25mm Cannon/Anti-Air Turret
2	Gunner	105mm Cannon/Anti-Air Turret

Field Notes

This converted cargo aircraft is equipped with two powerful cannons capable of tearing apart any ground vehicle. But this slow-moving aircraft is an easy target for enemy aircraft and anti-aircraft units on the ground. Fortunately, the gunship can take heavy damage before falling out of the sky. The anti-aircraft turrets and IR flares help defend the gunship against enemy aircraft and incoming missiles.

Gunship Tactics

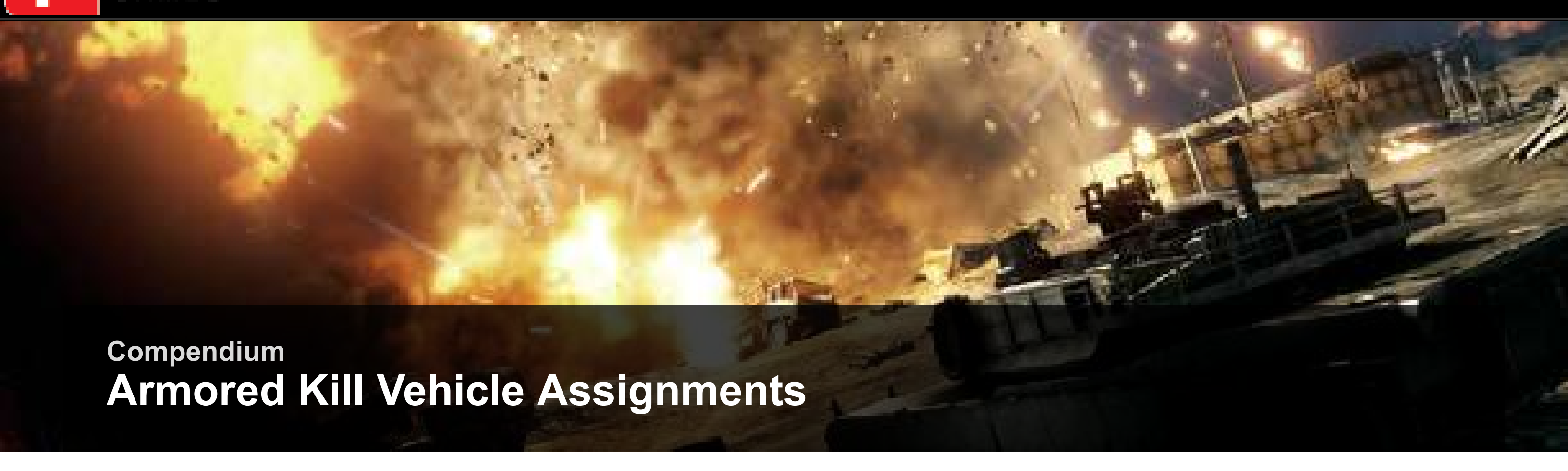
- Before using the gunship's para-drop option to deploy, monitor the gunship's position on the Spawn screen's map. Don't jump out of the plane until the gunship is flying next to your intended destination. This will allow you to drop close to your target and perform a low-altitude deployment of your parachute. Freefall as long as possible to avoid becoming an easy target for enemy troops on the ground. The longer you drift in your parachute, the more likely you are to be spotted and hunted down.
- What the gunship's 25mm cannon lacks in stopping power, it makes up for in volume and rate of fire. This weapon functions similar to the chin turrets found on the AH-1Z and Mi-28 attack helicopters. A steady barrage of 25mm rounds can disable and eventually destroy a tank. For a closer view of the target, activate the zoom function for 3x magnification. While the weapon is reloading, scan the skies by switching to the anti-aircraft turret.
- Due to the gunship's constant movement, accurately firing the 105mm cannon can be a little tricky. For starters, don't fight the controls. Instead, aim ahead of your target and let the gunship's movement do the rest. As the reticle passes over the target, fire. The white dot in the center of the reticle is your aim point—wherever this dot is aimed, your shell will go, regardless of the gunship's movement. Like the 25mm cannon, this weapon is also equipped with a 3x zoom magnification option, offering a slightly more detailed view of the target. The camera's default infrared display also makes it easy to spot the heat signatures of enemy vehicles and troops—look for the bright, white dots.
- Each crew position has access to an anti-aircraft turret mounted atop the aircraft. These turrets can rotate 360 degrees and fire streams of hot lead at enemy aircraft, similar to the Centurion C-RAM or PANTSIR S-1. Since the turrets are mounted on top of the aircraft, they have no way of targeting enemy aircraft flying below the gunship. So when attacking a gunship in a jet or helicopter, stay just below the aircraft's wings to stay outside the coverage of its anti-aircraft turrets.
- The gunship can sustain heavy damage, but it cannot be repaired. The aircraft's health does not regenerate on its own, either, unlike other vehicles. Since all damage is permanent, take extra steps to keep the gunship airborne. Shoot down enemy jets and helicopters with the anti-aircraft turrets and deploy IR flares to fool incoming missiles. Keep a close eye on the gunship's health and be ready to bail out before it reaches 1 percent. When the gunship's health reaches zero, the aircraft simply explodes, giving you no time to bail out. It takes a full minute for a new gunship to appear, assuming your team still controls the associated control point during Conquest matches. In Rush matches the attacking team always has access to a gunship.

Compendium

Armored Kill Multiplayer Scoring

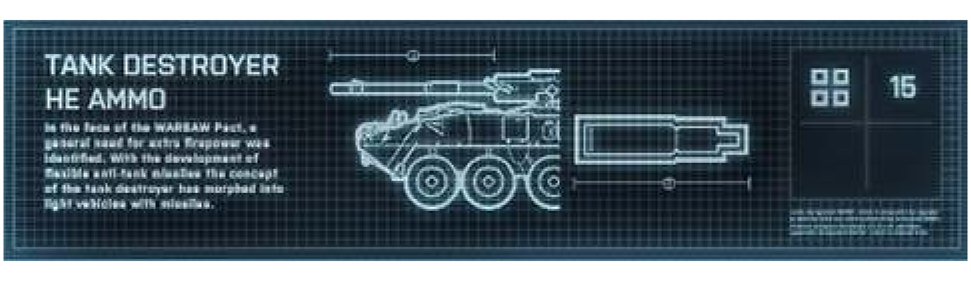
Multiplayer Scoring System

Action	Points	Description
Attack Order Followed	20	Have a squadmate follow the attack order.
Avenger Bonus	10	Kill an enemy within 3 seconds of him killing a friendly.
Comeback	10	Come back from a streak of 5 or more consecutive deaths. Score is number of consecutive deaths x10.
Defend Order Followed	20	Have a squadmate follow the defend order.
Designated Target Hit	100	Score is based on how much damage the locked missile does.
Destroyed Explosive	20	Destroy an enemy explosive (claymore, mine, or C4).
Dog Tag Savior	50	Rescue a teammate about to be stabbed.
Double Kill	40	Kill 2 enemies within 0.8 second of each other.
Driver Assist	10	Have a passenger in your vehicle kill an enemy.
Enemy Down	100	Kill an enemy.
Equipment Destroyed	20	Destroy a stationary weapon that is occupied by an enemy or equipment placed by an enemy, such as an EOD Bot, MAV, mortar, radio beacon, SOFLAM, or T-UGS.
Flag Capture Assist	50	Participate in a flag capture.
Flag Captured	250	Capture a flag.
Flag Defend	20	Kill someone while you or the victim is in the radius of a flag owned by your team.
Flag Neutralize Assist	150	Participate in a flag neutralization.
Flag Neutralized	200	Neutralize an enemy flag.
Headshot Bonus	10	Kill an enemy with a headshot.
Heal	10	Heal points are awarded for every 20% health healed on a friendly.
Kill Assist	10–100	Do at least 10 points of damage to an enemy and have a teammate finish the job. Note that this caps out at 100 (healing can restore the enemy's hit points).
Killstreak Stopped	10/td>	Kill an enemy who has made 6 or more kills without dying. The score awarded is the number of kills in the enemy's streak x10.
Marksman Bonus	100+	Score a headshot with a sniper rifle. Score is distance to the target.
M-COM Armed	100	Arm an M-COM station.
M-COM Attack Kill	20	Kill an enemy that is disarming the crate.
M-COM Defense Kill	20	Kill an enemy that is arming the crate.
M-COM Destroyed	500	Destroy an M-COM station.
M-COM Disarmed	200	Disarm an M-COM station.
Motion Sensor Assist	20	An enemy was killed while in your MAV's motion sensor range.
Motion Sensor Assist	20	An enemy was killed while in your T-UGS motion sensor range.
Multiple Kill	100	Kill 4 or more enemies within 0.8 second of each other.
Nemesis Kill	10	Kill the same enemy 6 or more times. The score awarded is the number of kills x10.
Nemesis Payback	10	Kill your nemesis. The score awarded is the number of times your nemesis has killed you x10.
Repair	10	Repair vehicle points are given for every 10% of damage repaired.
Resupply	10	Resupply a teammate.
Road Kill	10	Run over an enemy.
Savior Bonus	20	Kill an enemy within 2 seconds of him dealing 50–99% of damage to a friendly.
Spot Bonus	10	Spot an enemy and have a teammate make the kill.
Squad Attack Order	20	Attack an objective that the leader has designated.
Squad Defend Order	20	Defend an objective that the leader has designated.
Squad Driver Assist	20	Have a squadmate who is a passenger in your vehicle make a kill.
Squad Eliminated	10	Kill all members in a squad.
Squad Heal	20	Heal a squadmate.
Squad Passenger Assist	20	Have a squadmate who is driving your vehicle make a kill.
Squad Repair	20	Repair vehicle points are given for every 10% of damage repaired.
Squad Resupply	20	Resupply a squadmate.
Squad Revive	110	Revive a squadmate.
Squad Spawn on You	10	Have a squadmate spawn on you.
Suppression Assist	50	Suppress an enemy and have a teammate make the kill.
Target Designated	10	Lock on to an enemy vehicle with the target designator.
Team Passenger Assist	10	Have the driver in your vehicle kill an enemy.
Team Revive	100	Revive a teammate.
Triple Kill	60	Kill 3 enemies within 0.8 second of each other.
Vehicle Destroy	50	Destroy a vehicle within 10 seconds of an enemy leaving it.
Vehicle Destroy Assist	10–100	Do at least 10 points of damage to an enemy vehicle and have a teammate destroy it. Points are awarded are based on how much damage was done.
Vehicle Disabled	100	Disable a vehicle.



Armored Kill Vehicle Assignments

Explosive Danger



In the face of the WARSAW Pact, a general need for extra firepower was identified. With the development of flexible anti-tank missiles the concept of the tank destroyer has morphed into light vehicles with missiles.

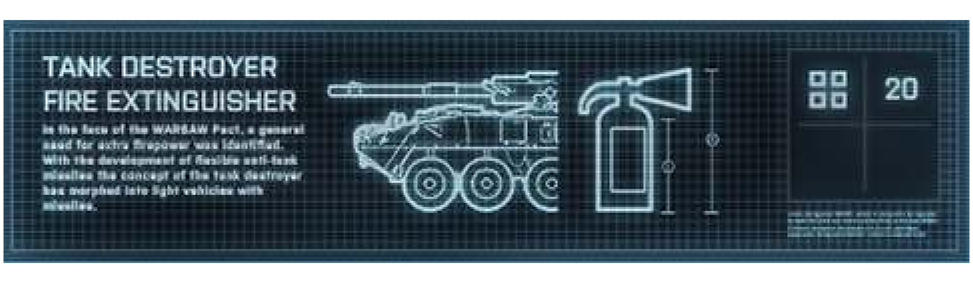
Criteria:

- Get 15 kills with a tank destroyer.

Reward:

Unlocks HE ammunition for tank destroyers.

Need Repair



In the face of the WARSAW Pact, a general need for extra firepower was identified. With the development of flexible anti-tank missiles the concept of the tank destroyer has morphed into light vehicles with missiles.

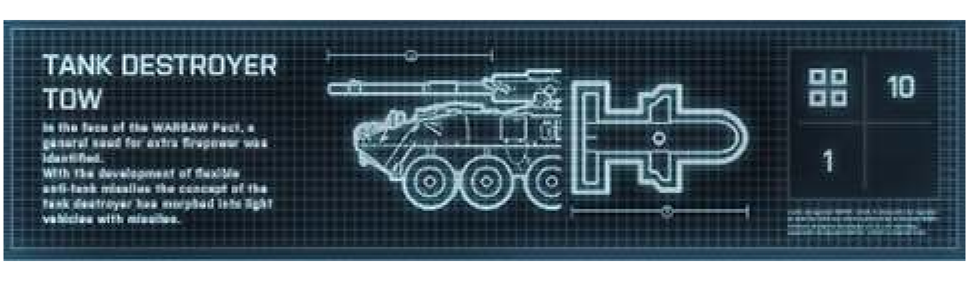
Criteria:

- Repair 20 friendly vehicles.

Reward:

Unlocks fire extinguisher for tank destroyers.

Wired Attack



In the face of the WARSAW Pact, a general need for extra firepower was identified. With the development of flexible anti-tank missiles the concept of the tank destroyer has morphed into light vehicles with missiles.

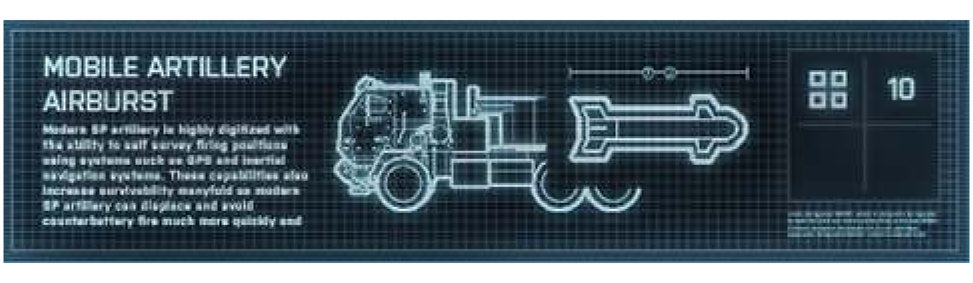
Criteria:

- Destroy 10 tank destroyers.
- Destroy 1 mobile artillery.

Reward:

Unlocks TOW for tank destroyers.

Rocket Specialist



Modern SP artillery is highly digitized with the ability to self survey firing positions using systems such as GPS and inertial navigation systems. These capabilities also increase survivability manyfold as modern SP artillery can displace and avoid counterbattery fire much more quickly and

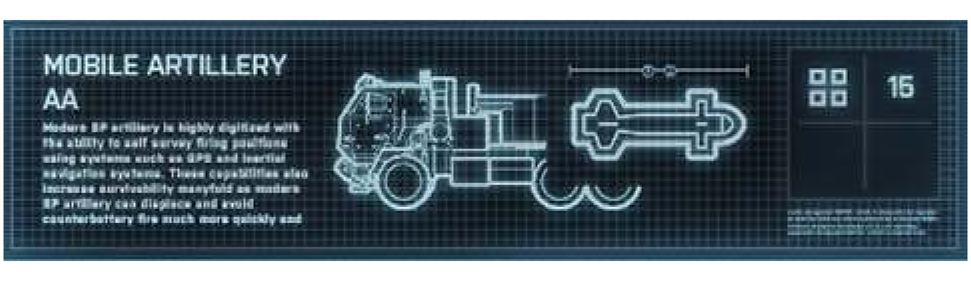
Criteria:

- Get 10 kills with mobile artillery.

Reward:

Unlocks air-burst missiles for mobile artillery.

Anti-Air Support



Modern SP artillery is highly digitized with the ability to self survey firing positions using systems such as GPS and inertial navigation systems. These capabilities also increase survivability manyfold as modern SP artillery can displace and avoid counterbattery fire much more quickly and

Criteria:

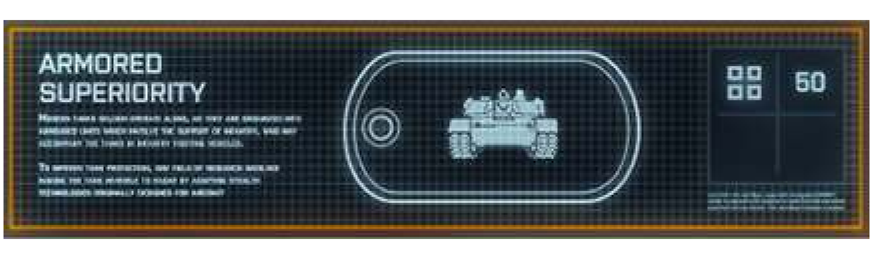
- Get 15 kills in the gunship.

Reward:

Unlocks anti-air missiles for mobile artillery.

Premium Vehicle Assignments

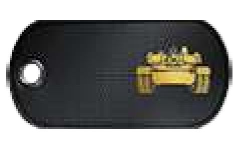
Armored Superiority



Criteria:

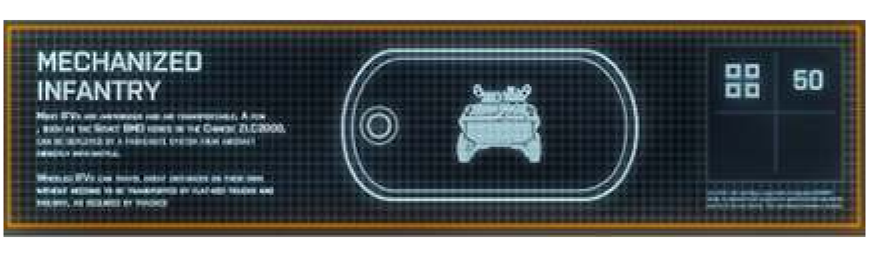
- Get 50 kills in MBTs.

Reward:



Armored Superiority Dog Tag

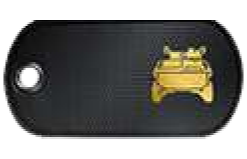
Mechanized Infantry



Criteria:

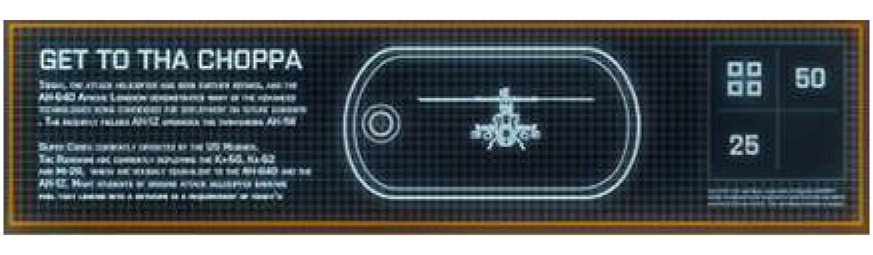
- Get 50 kills in IFVs.

Reward:



Mechanized Infantry Dog Tag

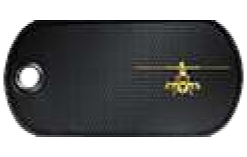
Get to tha Choppa



Criteria:

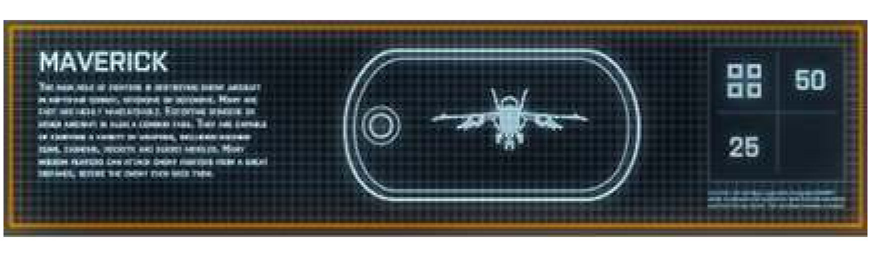
- Get 50 kills with scout or attack helicopters.
- Destroy 25 MBTs with scout or attack helicopters.

Reward:



Get to tha Choppa Dog Tag

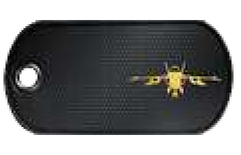
Maverick



Criteria:

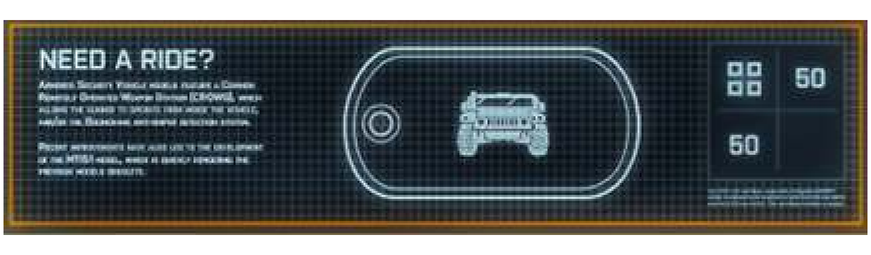
- Get 50 kills with jets.
- Destroy 25 attack or scout helicopters with jets.

Reward:



Maverick Dog Tag

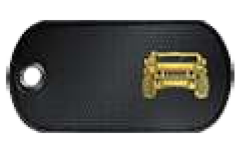
Need a Ride?



Criteria:

- Get 50 kills in jeeps, boats, quads, or transport helicopters.
- Get 50 squad driver assists.

Reward:



Need a Ride? Dog Tag

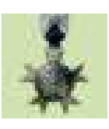
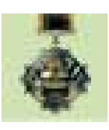
Compendium

Armored Kill Ribbons, Medals & Dogtags

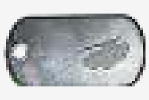
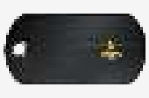
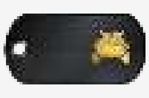
Armored Kill Ribbons

Ribbon	Name	Criteria	Points
	Domination Winner Ribbon	Win a Domination round.	500
	Gun Master Winner Ribbon	Win a Gun Master round.	500
	Tank Superiority Winner Ribbon	Win a Tank Superiority round.	500

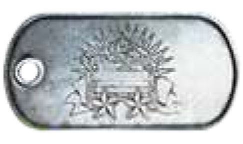
Armored Kill Medals

Medal	Name	Criteria	Points
	Domination Medal	Obtain the Domination Winner Ribbon 50 times	10000
	Gun Master Medal	Obtain the Gun Master Winner Ribbon 50 times.	10000
	Tank Superiority Medal	Obtain the Tank Superiority Winner Ribbon 50 times.	10000

Armored Kill Dog Tags (Left)

Dog Tag	Name	Criteria
	Mobile Artillery Proficiency	Obtain Mobile Artillery Service Star 1.
	Tank Destroyer Proficiency	Obtain Tank Destroyer Service Star 1.
	Armored Superiority	Complete assignment Armored Superiority.
	Get to tha Choppa	Complete assignment Get to tha Choppa.
	Maverick	Complete assignment Maverick.
	Mechanized Infantry	Complete assignment Mechanized Infantry.
	Need a Ride?	Complete assignment Need a Ride?
	Premium Basic	Become a Battlefield 3 Premium member.

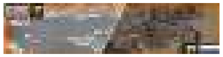
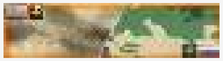
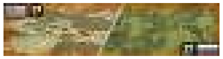
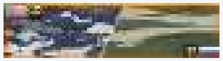
Armored Kill Dog Tags (Right)

Dog Tag	Name	Criteria
	Attack from Above	Own Armored Kill expansion pack.
	Domination	Obtain Domination medal one time.
	Gun Master	Obtain Gun Master medal one time.
	Gunship	Own Armored Kill expansion pack.
	Mobile Artillery Vehicle Mastery	Obtain Mobile Artillery Service Star 1.
	Mobile Artillery Service 5 Stars	Obtain Mobile Artillery Service Star 5.
	Mobile Artillery Service 10 Stars	Obtain Mobile Artillery Service Star 10.
	Mobile Artillery Service 25 Stars	Obtain Mobile Artillery Service Star 25.
	Mobile Artillery Service 50 Stars	Obtain Mobile Artillery Service Star 50.
	Mobile Artillery Service 100 Stars	Obtain Mobile Artillery Service Star 100.
	Mobile Tank Destroyer Vehicle Mastery	Obtain Tank Destroyer Service Star 1.
	Mobile Tank Destroyer 5 Stars	Obtain Tank Destroyer Service Star 5.
	Mobile Tank Destroyer 10 Stars	Obtain Tank Destroyer Service Star 10.
	Mobile Tank Destroyer 25 Stars	Obtain Tank Destroyer Service Star 25.
	Mobile Tank Destroyer 50 Stars	Obtain Tank Destroyer Service Star 50.
	Mobile Tank Destroyer 100 Stars	Obtain Tank Destroyer Service Star 100.
	Road Kill	Own Armored Kill expansion pack.
	Rocket Attack	Own Armored Kill expansion pack.
	Tank Destroyer	Own Armored Kill expansion pack.
	Tank Superiority	Obtain Tank Superiority medal one time.

Compendium

Armored Kill Camos

Premium Soldier Camo

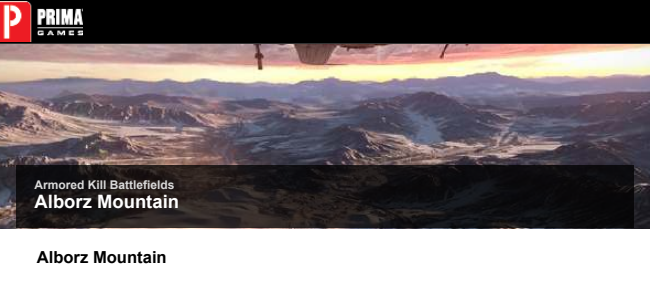
Camo	US Camo	RU Camo
	Navy Blue Digital	Woodland Oak
	Tactical	Berkut
	Desert Stripe	Digital Woodland
	Navy Blue Digital	Woodland Stripe

Compendium

Armored Kill Achievements & Trophies

Armored Kill Achievements and Trophies

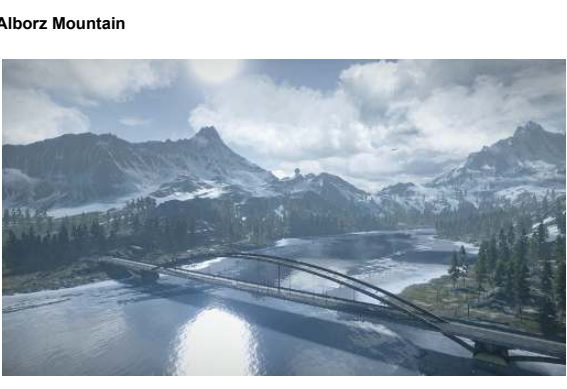
Image	Name	Criteria	Gamerscore	Trophy
	Death from Above	Get one kill with the gunship.	20	Bronze
	Destroyer	Get 10 kills each with tank destroyer and mobile artillery.	30	Silver
	Drop Ship	Destroy the gunship.	30	Silver
	Offroad	Get one kill with the quad bike.	20	Bronze
	Superiority	Win a Tank Superiority round.	20	Bronze

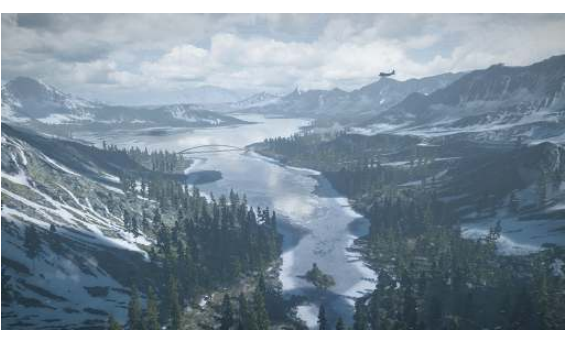


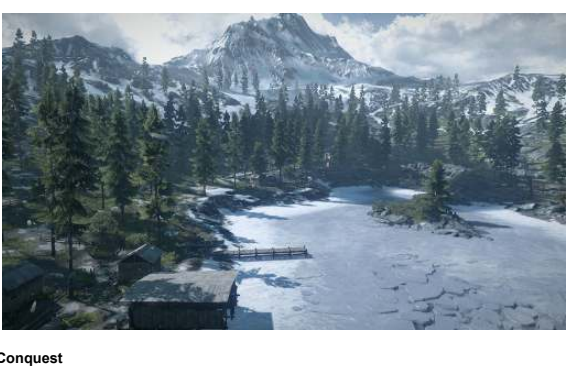
Armored Kill Battlefields

Alborz Mountain

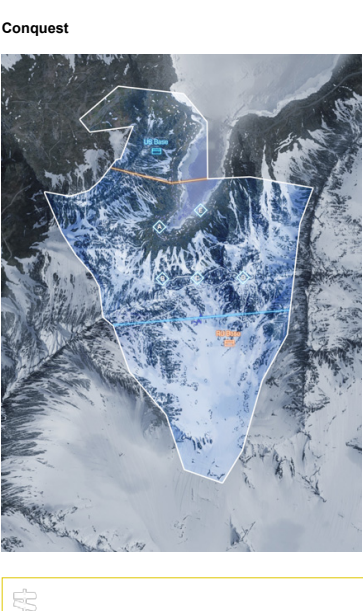
Alborz Mountain







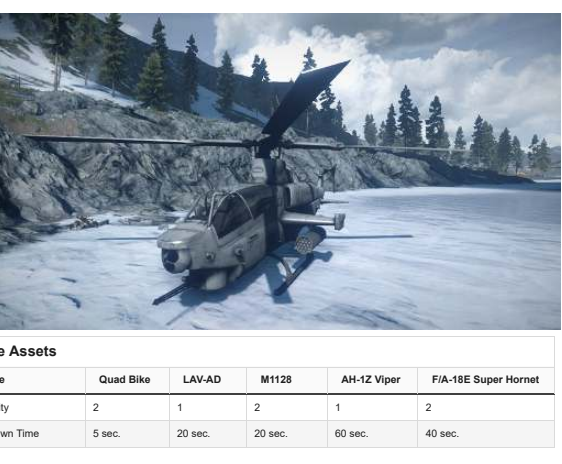
Conquest



Click here for interactive maps

There are five flags up for grabs in this relatively large Conquest battle. As a result, your team needs to carefully plan out their movements to avoid spreading themselves too thin. As a rule, it's best if your team consolidates their forces around the three flags closest to their base. For the US team this means capturing and holding the mountain village (A), the outskirts (E), and the radio outpost (C). Meanwhile, the RU team should focus on the base camp (B), radio outpost (C), and radar station (D). Once at least three flags are captured, the opposing team will begin losing tickets at a steady rate. If manpower allows, or when playing with more than 32 players, consider a more aggressive approach, capturing four or all five flags. Regardless of what happens during a match, both teams should always strive to hold onto the radio outpost (C) flag because it provides each team with a gunship. In a close match, the firepower afforded by the gunship can make a huge difference.

US Base

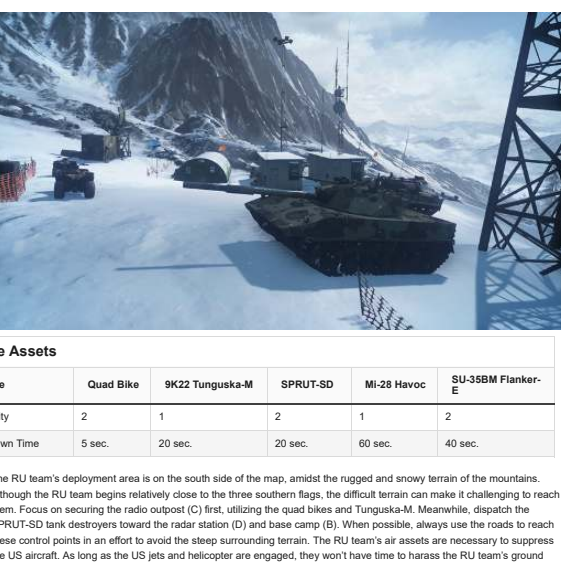


Base Assets

Name	Quad Bike	LAV-AD	M1128	AH-1Z Viper	F/A-18E Super Hornet
Quantity	2	1	2	1	2
Respawn Time	5 sec.	20 sec.	20 sec.	60 sec.	40 sec.

The US team deploys from the north side of the map, along the western bank of the lake. Ground units starting here have a good chance of capturing the nearby mountain village (A) to the south and outskirts (E) to the east. But it's also important to make a move on the radio outpost (C) near the center of the map. Utilize the M1128s to secure the nearby flags while infantry on the speedy quad bikes rush toward the radio outpost (C). Securing the gunship at the radio outpost (C) early can give the US team a significant advantage. Meanwhile, utilize the AH-1Z Viper and F/A-18E Super Hornets to establish air superiority. The RU team's Mi-28 and SU-35BMs are a constant threat, and the US team's air assets are the best option to neutralize them. The LAV-AD spawned here can also assist in shooting down enemy aircraft. Get it to the radio outpost (C) to help defend the flag from air attacks.

RU Base

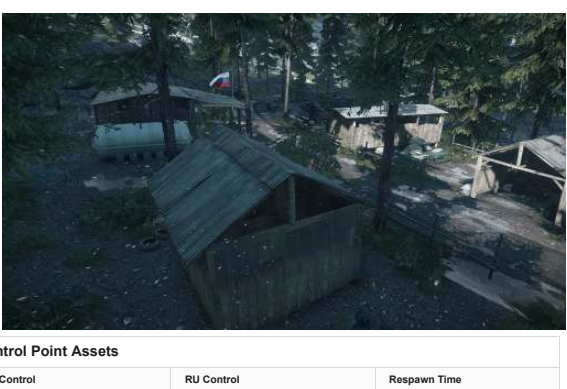


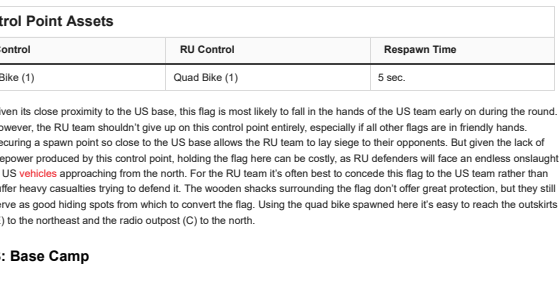
Base Assets

Name	Quad Bike	9K22 Tunguska-M	SPRUT-SD	Mi-28 Havoc	SU-35BM Flanker-E
Quantity	2	1	2	1	2
Respawn Time	5 sec.	20 sec.	20 sec.	60 sec.	40 sec.

The RU team's deployment area is on the south side of the map, amidst the rugged and snowy terrain of the mountains. Although the RU team begins relatively close to the three southern flags, the difficult terrain can make it challenging to reach them. Focus on securing the radio outpost (C) first, utilizing the quad bikes and Tunguska-M. Meanwhile, dispatch the SPRUT-SD tank destroyers toward the radar station (D) and base camp (B). When possible, always use the roads to reach these control points in an effort to avoid the steep surrounding terrain. The RU team's air assets are necessary to suppress the US aircraft. As long as the US jets and helicopter are engaged, they won't have time to harass the RU team's ground units. Make an effort to capture and hold the three southern control points, then go on the defensive. There's no need to spread your forces too thin, particularly in a close match. Concede the mountain village (A) and outskirts (E) to the US team if necessary.

A: Mountain Village



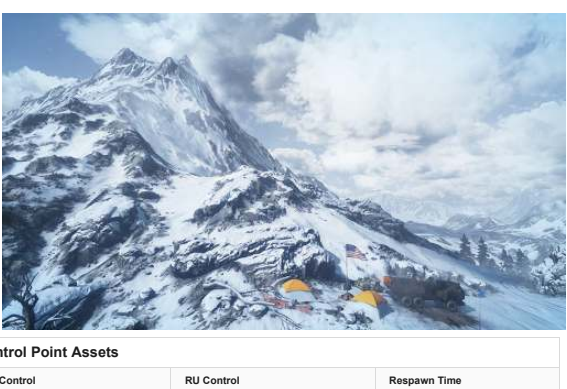


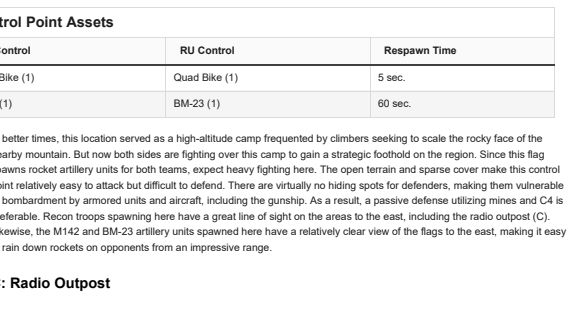
Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.

Given its close proximity to the US base, this flag is most likely to fall in the hands of the US team early on during the round. However, the RU team shouldn't give up on this control point entirely, especially if all other flags are in friendly hands. Securing a spawn point so close to the US base allows the RU team to lay siege to their opponents. But given the lack of firepower produced by this control point, holding the flag here can be costly, as RU defenders will face an endless onslaught of US vehicles approaching from the north. For the RU team it's often best to concede this flag to the US team rather than suffer heavy casualties trying to defend it. The wooden shacks surrounding the flag don't offer great protection, but they still serve as good hiding spots from which to convert the flag. Using the quad bike spawned here it's easy to reach the outskirts (E) to the northeast and the radio outpost (C) to the north.

B: Base Camp



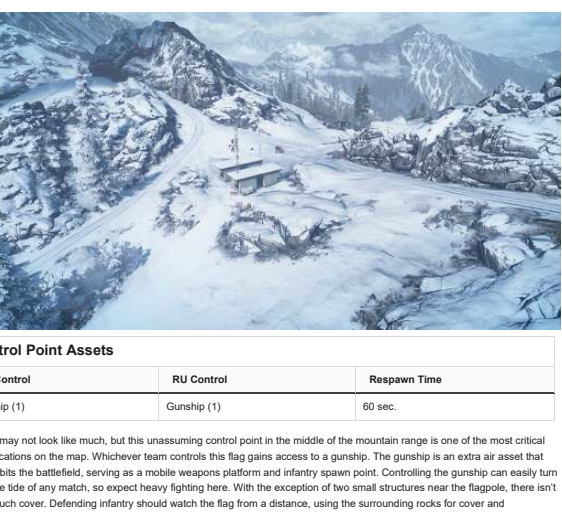


Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
M142 (1)	BM-23 (1)	60 sec.

In better times, this location served as a high-altitude camp frequented by climbers seeking to scale the rocky face of the nearby mountain. But now both sides are fighting over this camp to gain a strategic foothold on the region. Since this flag spawns rocket artillery units for both teams, expect heavy fighting here. The open terrain and sparse cover make this control point relatively easy to attack but difficult to defend. There are virtually no hiding spots for defenders, making them vulnerable to bombardment by armored units and aircraft, including the gunship. As a result, a passive defense utilizing mines and C4 is preferable. Recon troops spawning here have a great line of sight on the areas to the east, including the radio outpost (C). Likewise, the M142 and BM-23 artillery units spawned here have a relatively clear view of the flags to the east, making it easy to rain down rockets on opponents from an impressive range.

C: Radio Outpost

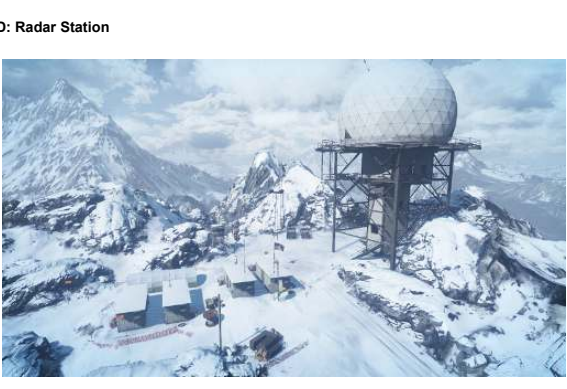


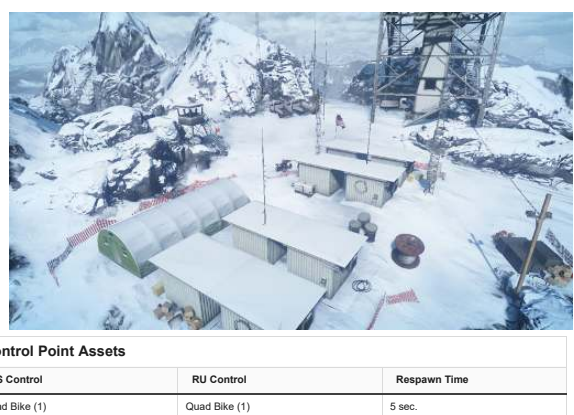
Control Point Assets

US Control	RU Control	Respawn Time
Gunship (1)	Gunship (1)	60 sec.

It may not look like much, but this unassuming control point in the middle of the mountain range is one of the most critical locations on the map. Whichever team controls this flag gains access to a gunship. The gunship is an extra air asset that orbits the battlefield, serving as a mobile weapons platform and infantry spawn point. Controlling the gunship can easily turn the tide of any match, so expect heavy fighting here. With the exception of two small structures near the flagpole, there isn't much cover. Defending infantry should watch the flag from a distance, using the surrounding rocks for cover and concealment. This area is often rushed by vehicles, such as quad bikes, so don't overlook the importance of placing mines along the connecting roads. Be ready to fend off attackers approaching from the nearby base camp (B) or radar station (D) control point.

D: Radar Station



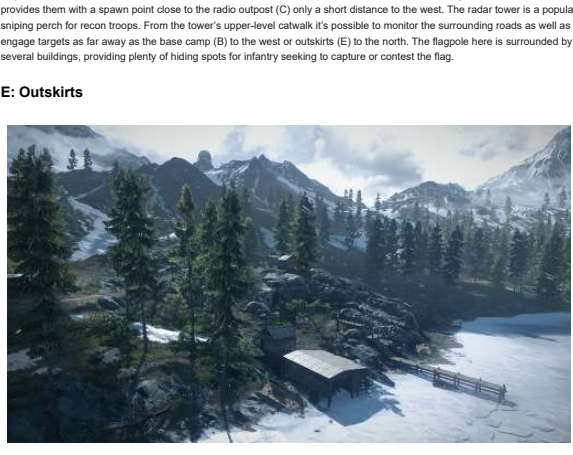


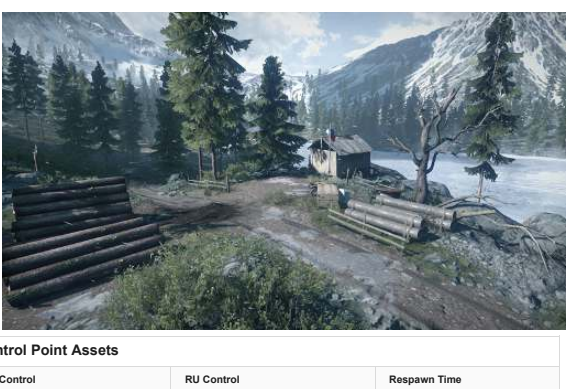
Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.

The massive, domed radar tower at this control point stands out, even amid the surrounding mountains. Sitting on the southeast side of the map, this control point is well within the RU team's sphere of influence, situated only a few hundred meters from their base. But outside the great view offered by the radar tower, this isn't a high-value control point, spawning only one quad bike for each team. Still, the RU team should work to maintain this control point throughout the match as it provides them with a spawn point close to the radio outpost (C) only a short distance to the west. The radar tower is a popular sniping perch for recon troops. From the tower's upper-level catwalk it's possible to monitor the surrounding roads as well as engage targets as far away as the base camp (B) to the west or outskirts (E) to the north. The flagpole here is surrounded by several buildings, providing plenty of hiding spots for infantry seeking to capture or contest the flag.

E: Outskirts



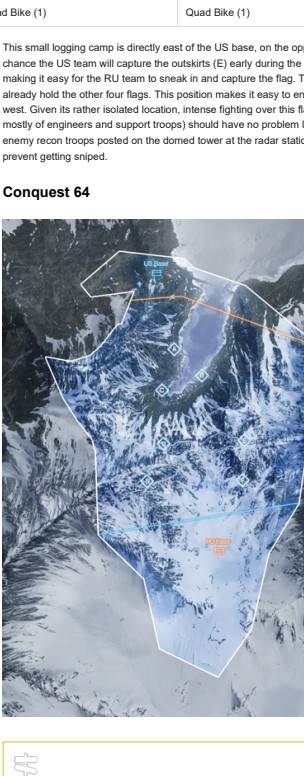


Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.

This small logging camp is directly east of the US base, on the opposite side of the frozen lake. As a result, there's a good chance the US team will capture the outskirts (E) early during the round. But oftentimes, this control point is left undefended, making it easy for the RU team to sneak in and capture the flag. The RU team should only attempt to defend this point if they already hold the other four flags. This position makes it easy to engage US vehicles rushing across the frozen lake to the west. Given its rather isolated location, intense fighting over this flag is rare. Once it's captured, a single squad (consisting mostly of engineers and support troops) should have no problem locking down this control point. However, watch out for enemy recon troops posted on the domed tower at the radar station (D)—utilize the nearby rocks and dense foliage to prevent getting sniped.

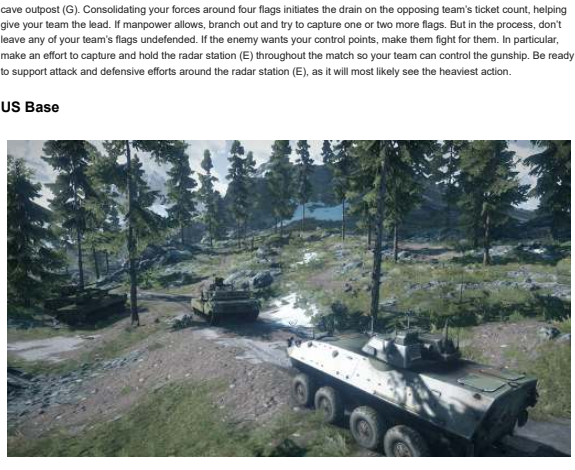
Conquest 64

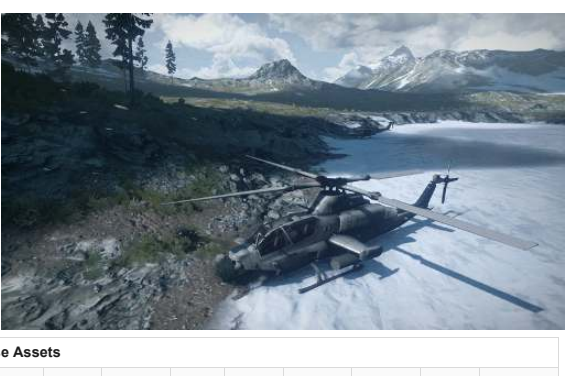


Click here for interactive maps

This variant of the map introduces two more control points as well as more ground and air vehicles. Even with 64 players, it's important to manage your team to prevent spreading your units too thin across this massive alpine map. There are seven flags up for grabs in this Conquest battle, so start off conservatively by securing the four flags closest to your team's base. This means the US team should attempt to capture the fishing huts (A), outskirts (B), mountain village (C), and radar station (E). Meanwhile, the RU team should focus on controlling the base camp (D), radar station (E), communication station (F), and cave outpost (G). Consolidating your forces around four flags initiates the drain on the opposing team's ticket count, helping give your team the lead. If manpower allows, branch out and try to capture one or two more flags. But in the process, don't leave any of your team's flags undefended. If the enemy wants your control points, make them fight for them. In particular, make an effort to capture and hold the radar station (E) throughout the match so your team can control the gunship. Be ready to support attack and defensive efforts around the radar station (E), as it will most likely see the heaviest action.

US Base



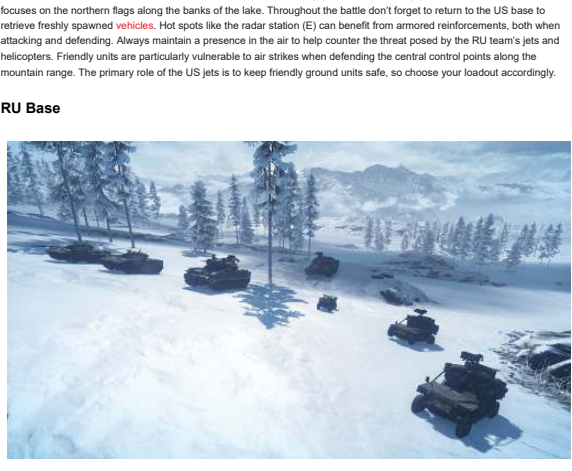


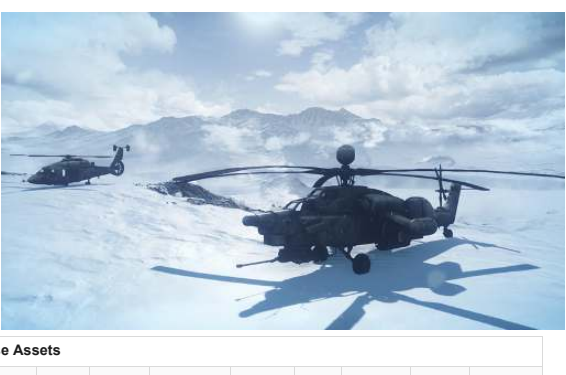
Base Assets

Name	Quad Bike	Growler ITV	LAV-AD	M1128	M1 Abrams	UH-1Y Venom	AH-1Z Viper	F/A-18E Super Hornet
Quantity	1	2	1	2	1	1	1	2
Respawn Time	5 sec.	20 sec.	40 sec.	40 sec.	60 sec.	90 sec.	60 sec.	40 sec.

The US team begins the battle on the north side of the map, along the west bank of the frozen lake. While there are plenty of vehicles to go around, be careful not to leave any teammates stranded at the base. The M1128 tank destroyers are very efficient troop transports, ideal for moving infantry to the nearby control points. Use the fast-moving UH-1Y Venom, Growler ITV, and quad bike to rush distant control points like the base camp (D) and radar station (E) while the rest of the team focuses on the northern flags along the banks of the lake. Throughout the battle don't forget to return to the US base to retrieve freshly spawned vehicles. Hot spots like the radar station (E) can benefit from armored reinforcements, both when attacking and defending. Always maintain a presence in the air to help counter the threat posed by the RU team's jets and helicopters. Friendly units are particularly vulnerable to air strikes when defending the central control points along the mountain range. The primary role of the US jets is to keep friendly ground units safe, so choose your loadout accordingly.

RU Base



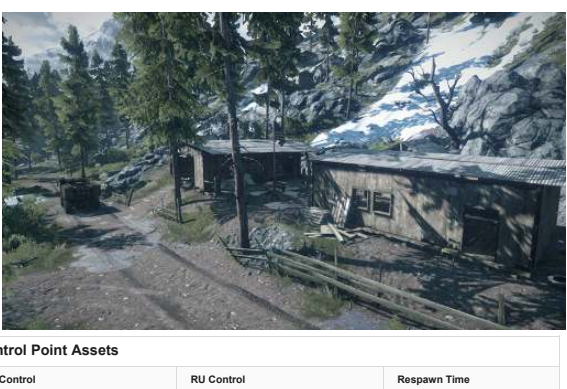


Base Assets

Name	Quad Bike	VDV Buggy	9K22 Tunguska-M	SPRUT-SD	T-90A	KA-60 Kasatka	Mi-28 Havoc	SU-35BM Flanker-E
Quantity	1	2	1	2	1	1	1	2
Respawn Time	5 sec.	20 sec.	40 sec.	40 sec.	60 sec.	90 sec.	60 sec.	40 sec.

The southern slope of the mountain range serves as the deployment area for the RU team, putting them within striking distance of the highly contested radar station (E) control point. This flag should be rushed early with the KA-60 helicopter while the ground units scatter to capture the remaining control points situated along the mountain range. If the RU team acts quickly they can capture the four mountain-based flags and initiate a drain on the US team's ticket count. The quad bike, VDV Buggy, and SPRUT-SD tank destroyers are all instrumental in capturing these flags early on. As the ground forces spread out along the mountain range, use the Mi-28 and SU-35BMs to provide cover from the air. RU vehicles traveling along the mountain roads are easy targets for enemy aircraft. So be ready to engage the US jets and helicopters in an effort to protect your teammates on the ground. Get the 9K22 Tunguska-M to the radar station (E) as fast as possible to help provide an extra layer of air defense.

A: Fishing Huts

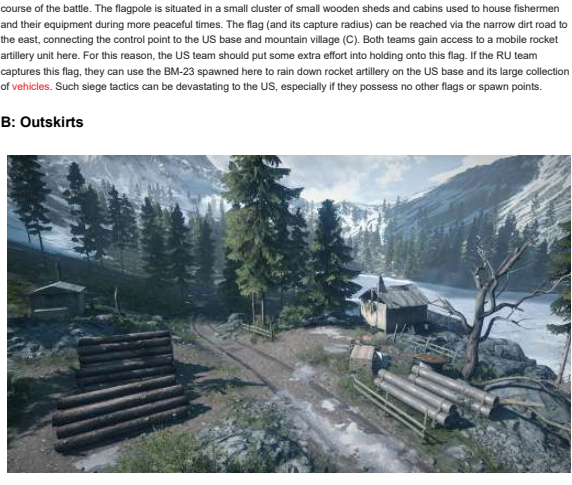


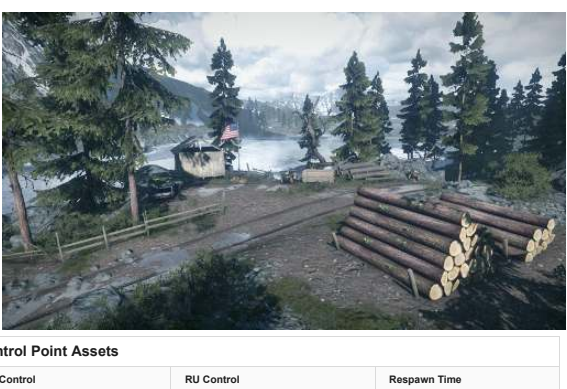
Control Point Assets

US Control	RU Control	Respawn Time
Growler ITV (1)	VDV Buggy (1)	20 sec.
M142 (1)	BM-23 (1)	50 sec.

This control point is just south of the US base, making it relatively easy for the US team to capture and hold throughout the course of the battle. The flagpole is situated in a small cluster of small wooden sheds and cabins used to house fishermen and their equipment during more peaceful times. The flag (and its capture radius) can be reached via the narrow dirt road to the east, connecting the control point to the US base and mountain village (C). Both teams gain access to a mobile rocket artillery unit here. For this reason, the US team should put some extra effort into holding onto this flag. If the RU team captures this flag, they can use the BM-23 spawned here to rain down rocket artillery on the US base and its large collection of vehicles. Such siege tactics can be devastating to the US, especially if they possess no other flags or spawn points.

B: Outskirts



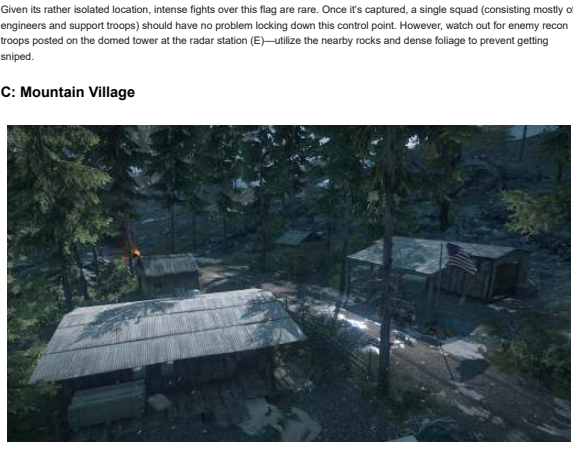


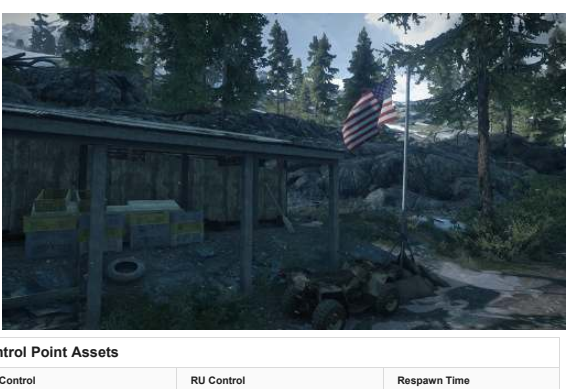
Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (2)	Quad Bike (2)	5 sec.

This small logging camp is directly east of the US base, on the opposite side of the frozen lake. As a result, there's a good chance the US team will capture the outskirts (B) early during the round. But oftentimes, this control point is left undefended, making it easy for the RU team to sneak in and capture the flag. The RU team should only attempt to defend this point if they already hold the other six flags. This position makes it easy to engage US vehicles rushing across the frozen lake to the west. Given its rather isolated location, intense fights over this flag are rare. Once it's captured, a single squad (consisting mostly of engineers and support troops) should have no problem locking down this control point. However, watch out for enemy recon troops posted on the domed tower at the radar station (E)—utilize the nearby rocks and dense foliage to prevent getting sniped.

C: Mountain Village



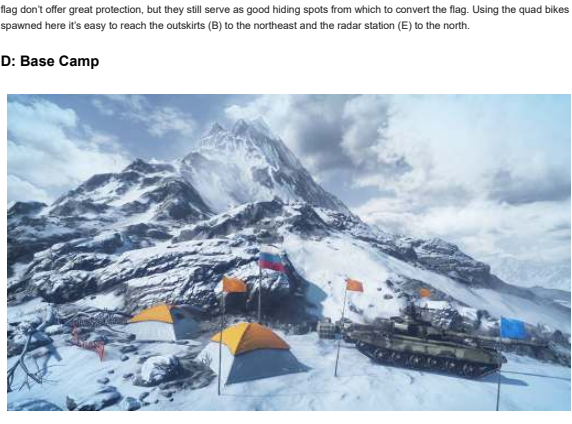


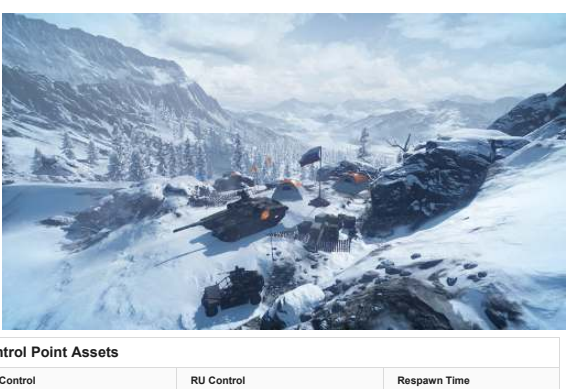
Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (2)	Quad Bike (2)	5 sec.
Growler ITV (1)	VDV Buggy (1)	20 sec.

Given its proximity to the US base, this flag is most likely to fall in the hands of the US team early on during the round. However, the RU team shouldn't give up on this control point entirely, especially if all four mountain-based flags are under their control. Securing a spawn point so close to the US base allows the RU team to branch out and hit the fishing huts (A) and outskirts (B). But given the lack of firepower produced by this control point, holding the flag here can be costly, as RU defenders will face an endless onslaught of US vehicles approaching from the north. For the RU team it's often best to concede this flag to the US team rather than suffer heavy casualties trying to defend it. The wooden shacks surrounding the flag don't offer great protection, but they still serve as good hiding spots from which to convert the flag. Using the quad bikes spawned here it's easy to reach the outskirts (B) to the northeast and the radar station (E) to the north.

D: Base Camp



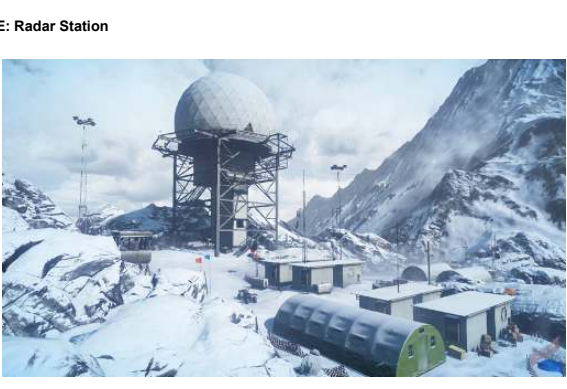


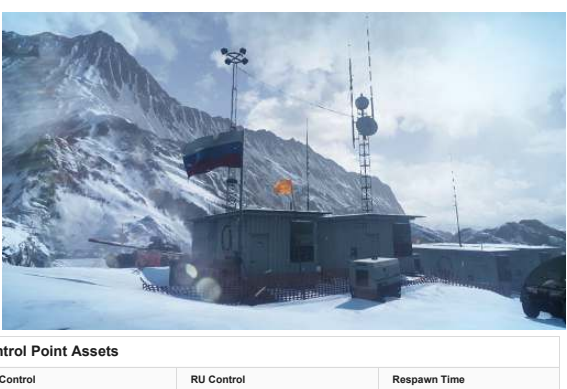
Control Point Assets

US Control	RU Control	Respawn Time
Growler ITV (1)	VDV Buggy (1)	20 sec.
M1 Abrams (1)	T-90A (1)	60 sec.

In better times, this location served as a high-altitude camp frequented by climbers seeking to scale the rocky face of the nearby mountain. But now both sides are fighting over this camp to gain a strategic foothold on the region. Since this flag spawns rocket artillery units for both teams, expect heavy fighting here. The open terrain and sparse cover make this control point relatively easy to attack but difficult to defend. There are virtually no hiding spots for defenders, making them vulnerable to bombardment by armored units and aircraft, including the gunship. As a result, a passive defense utilizing mines and C4 is preferable. Recon troops spawning here have a great line of sight on the areas to the east, including the radar station (E). The M1 Abrams and T-90A tanks spawned here provide both teams with some much-needed firepower to defend this flag and the surrounding control points. But it's best to move these tanks out soon, as they pose a tempting target for enemy aircraft.

E: Radar Station



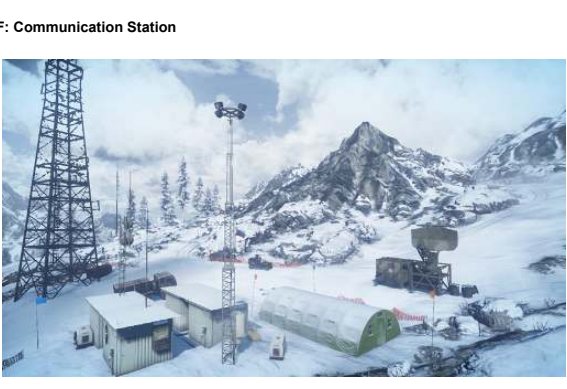


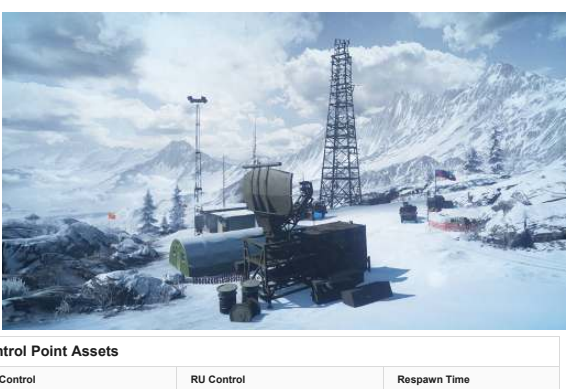
Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
M1 Abrams (1)	T-90A (1)	60 sec.
Gunship (1)	Gunship (1)	60 sec.

The massive, domed radar tower at this control point stands out, even among the surrounding mountains. Sitting on the southeast side of the map, this control point is well within the RU team's sphere of influence, situated only a few hundred meters from their base. In addition to the great view offered by the radar tower, this control point grants the controlling team access to a gunship, making this one of the most fought over pieces of territory on the map. Both teams should rush to this flag early on and try to secure it before the opposing team arrives. Gaining access to the gunship's firepower can significantly alter the course of the battle. In addition to the valuable gunship, both teams also gain a tank when holding this flag. The radar tower is a popular sniping perch for recon troops. From the tower's upper-level catwalk it's possible to monitor the surrounding roads and engage targets as far away as the base camp (D) to the west or outskirts (B) to the north. The flagpole here is surrounded by several buildings, providing plenty of hiding spots for infantry seeking to capture or contest the flag.

F: Communication Station



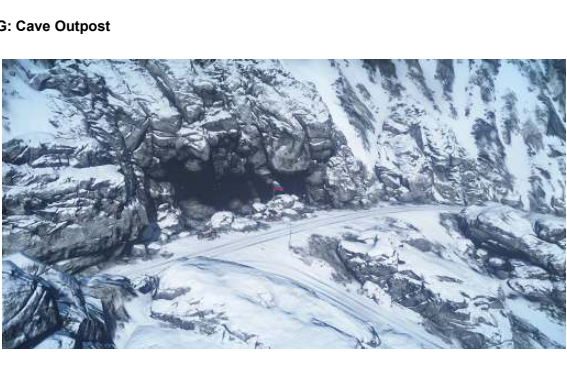


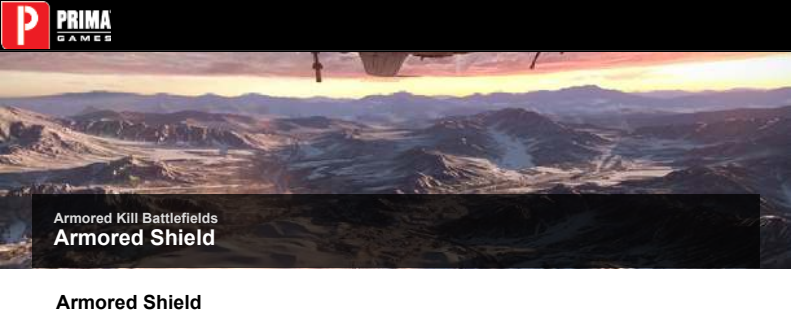
Control Point Assets

US Control	RU Control	Respawn Time
Growler ITV (1)	VDV Buggy (1)	20 sec.
M142 (1)	BM-23 (1)	50 sec.

As the closest control point to the RU base, the communication station (F) is likely to be held by the RU team throughout the duration of the match. The control point is positioned on the eastern crest of the mountain range, offering little cover or concealment for infantry or vehicles. Once it's captured, defenders should rely on mines and C4 to surprise attackers, while monitoring the flag from the surrounding rocky terrain. The snow-covered roads here offer quick access to the nearby radar station (E) and base camp (D) control points. Both teams also gain a mobile rocket artillery unit here, ideal for bombarding enemy ground units from long range. If the US team manages to capture this flag they can use the M142 to lay siege to the RU base, located directly to the south. But in a close match, the US team is better off consolidating their forces around the northern control points. Defending this location can be tough given the large number of RU vehicles streaming in from the south.

G: Cave Outpost



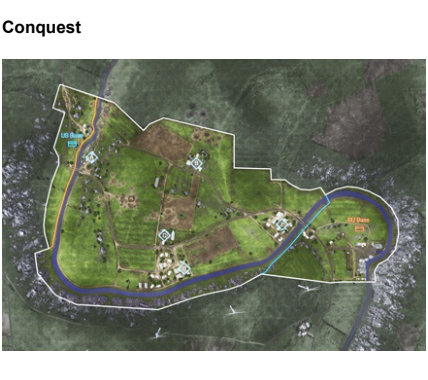


Armored Kill Battlefields

Armored Shield

Armored Shield

Conquest



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Securing victory in this battle often comes down to consistently deploying the tank destroyers spawned at each team's base. Outside of the bases, there aren't many vehicles produced by the map's five control points. So both teams need to make an effort to get their respective tank destroyers on the map in an attempt to capture and hold a minimum of three flags. In addition to capturing the control point closest to their base, each team should strive to hold the three flags in the middle of the map, forming a defensive line stretching from north to south. Pay particular attention to the antenna (B) control point, as it allows access to the gunship. In addition to benefiting from the gunship, each team can also gain a significant advantage by making the most of their helicopters. These versatile aircraft are ideal for maintaining control of the air space as well as targeting ground units. But helicopter pilots will need to watch out for the LAV-AD and 9K22 Tunguska-M produced by each team's base. These anti-aircraft units pose a serious threat to helicopters and play a large role in maintaining air superiority.

US Base

Base Assets

Name	Quad Bike	M1128	LAV-AD	AH-6J Little Bird	AH-1Z Viper
Quantity	2	2	1	1	1
Respawn Time	5 sec.	40 sec.	40 sec.	60 sec.	60 sec.

The US base is on the northwest edge of the map. In addition to serving as the initial US deployment area, the base also produces the bulk of the US team's vehicles. As a result, it's important to revisit the base throughout the course of the battle and deploy these vehicles. The M1128 tank destroyers are particularly valuable when it comes to taking and holding control points in the center of the map. Early during a round, the speedy quad bikes should make a move for the central control points, like the antenna (B), farm (C), and village (D), while the tank destroyers secure the nearby treatment plant (A). The AH-6J Little Bird is another good option for moving troops to distant control points. Meanwhile, use the AH-1Z Viper to target enemy ground vehicles as well as hostile choppers. But when it comes to air defense, the LAV-AD is the US team's best option for shooting down enemy helicopters. Move the LAV-AD to the east, where it can provide air cover for friendly units near the center of the map. Just be sure to keep the LAV-AD away from the RU team's SPRUT-SD tank destroyers—it won't last long in a duel.

RU Base

Base Assets

Name	Quad Bike	SPRUT-SD	9K22 Tunguska-M	Z-11W	Mi-28 Havoc
Quantity	2	2	1	1	1
Respawn Time	5 sec.	40 sec.	40 sec.	60 sec.	60 sec.

The RU team deploys from their base on the east side of the map. Like the US base, this base is home to the bulk of the RU team's vehicles. So as the RU team extends their presence to the west, it's important to periodically spawn at the RU base in an effort to field these valuable vehicles, such as the SPRUT-SD tank destroyers. The nearby repair shop (E) control point should be captured and held early during the battle, preferably rushed by the tank destroyers. Meanwhile, use the quick and nimble quad bikes to rush the three central flags before the US team arrives. Dropping troops from the Z-11W helicopter is an even faster option for capturing the antenna (B), farm (C), and village (D). Whenever piloting one of the helicopters, always be aware of the US team's choppers. If you're not careful, they may shoot you down. The threat posed by the US team's choppers can be mitigated by fielding the 9K22 Tunguska-M in the field west of the repair shop (E). The Tunguska-M can chew through enemy choppers, helping secure the air space above the central control points. But the Tunguska-M is vulnerable to attacks by tank destroyers and infantry, so keep it in an isolated part of the map where it's less likely to face direct assaults.

A: Treatment Plant

Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (2)	Quad Bike (2)	5 sec.
M142 (1)	—	60 sec.

Located only a few meters from the US base, the treatment plant (A) is likely to remain under the US team's control for most of the battle. This facility consists of a few small structures gathered around a central courtyard. The flag sits in the middle of the courtyard, and its capture radius can easily be approached by infantry and vehicles. The structures provide plenty of cover and concealment for infantry. As a result, think twice before driving a vehicle toward the flagpole in the courtyard—there's a good chance you'll get slammed by a rocket fired from an engineer hiding in one of the buildings. Instead, when attacking here, consider going in on foot and capturing the flag from within one of the structures. Although the control point spawns a pair of quad bikes for both teams, it spawns a mobile artillery unit only for the US team. As this is the only M142 spawn point available on the map, the US should take extra care to maintain control of this flag. The M142 is a powerful asset, capable of bombarding enemy units as far away as the antenna (B), farm (C), or village (D).

B: Antenna

Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
9M133 Kornet Launcher (1)	9M133 Kornet Launcher (1)	30 sec.
Gunship (1)	Gunship (1)	60 sec.

This northern control point grants access to the powerful gunship, making it one of the most contested flags on the map. Both teams should rush to the antenna (B) early during the round, preferably with quad bikes or helicopters. The control point is located along the northern dirt road approximately equidistant between the treatment plant (A) and repair shop (E). While there are only a couple of entry points to the facility (to the north and south), the perimeter fence can be easily breached, making it possible to rush the flag from virtually any direction. With the exception of some crates, there isn't much cover near the flagpole. Therefore it's safest to capture this flag from within the armored confines of a tank destroyer. But even when within a vehicle, watch out for defenders hiding within the surrounding structures. Attackers and defenders should also take note of the Kornet launcher located on the hill just north of the flag—this is perfect for targeting enemy vehicles parked near the flag. Once captured, the antenna (B) should never be left undefended. Engineers are effective at holding back most attacks, but the addition of a tank destroyer can make a big difference in any defensive effort.

C: Farm

The farm (C) control point is near the center of the map, flanked by massive, open fields to the north, east, and west. These fields are often the site of some intense armored duels, making travel by anything but tank destroyers extremely dangerous. Although the farm (C) produces no vehicles for either team, with only five flags up for grabs capturing and holding this point is crucial to either team's strategy. The flagpole is situated in a small courtyard next to two concrete buildings. Infantry can enter these structures and capture or contest the flag from the interior. When attacking, this is the preferred method of capturing the flag. Parking a vehicle next to the flag may be dangerous, allowing defenders posted within the building to fire rockets. But hiding in the buildings isn't totally safe. The walls of the buildings will crumble under repeated shelling by tank destroyers or the gunship. So if necessary, consider finding hiding spots away from the flag and utilizing mines or C4 to defend the flag against enemy vehicles.

D: Village

Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.

The village (D) is on the south side of the map, only a few meters from the farm (C). This control point produces a quad bike for each team, offering quick transportation to the surrounding flags. The area comprises multiple buildings, including farmhouses, sheds, and other agricultural structures. Most of the buildings are located to the north and west of the flag. Given the cramped quarters of this area, it's easiest to maneuver on foot or on quad bike. However, the courtyard where the flag is situated is large enough to easily accommodate larger vehicles. By crashing through the wooden perimeter fence, vehicles can approach this courtyard from the north, south, or east. Given the open nature of the courtyard this flag is best attacked by armored vehicles. Infantry can capture and contest the flag from within the garage-like structure to the west. Defenders should consider hiding in the houses on the east side of the courtyard, where they have a clear view of the flag. Incursions by enemy vehicles can be prevented by placing mines near the flag or along the main dirt road access point to the north.

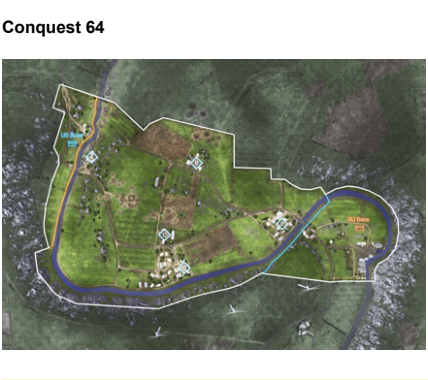
E: Repair Shop

Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (2)	Quad Bike (2)	5 sec.
—	BM-23 (1)	60 sec.

The repair shop (E) is on the east side of the map, only a short distance from the RU base. As a result, the RU team should have little problem maintaining control of this flag throughout the battle. In terms of assets, the repair shop (E) is like a mirror image of the treatment plant (A). This control point produces a couple of quad bikes for each team, but spawns a mobile artillery unit only for the RU team. The BM-23 available here is perfect for bombarding the central control points, hammering enemy units at the antenna (B), farm (C), or village (D). At many of the other control points on the map, the flag here is in a central courtyard surrounded by a few buildings. The courtyard can become a little cramped for large vehicles like tank destroyers to easily maneuver. So it's best to approach this flag on foot or on a quad bike. The flag can be captured and contested from within the adjacent two-story house to the north. Defenders should always prepare for vehicle attacks by mining the dirt road access point on the west side. Planting C4 near the base of the flagpole is also a good deterrent to stop vehicle captures.

Conquest 64



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The map is exactly the same size in this larger-scale variant of Conquest, with the same configuration of control points. However, the battlefield is packed with even more vehicles, making the fight more intense and deadly. With five flags up for grabs, both teams should strive to capture the three central control points as quickly as possible—capture and hold a minimum of three flags to initiate a drain on the opposing team's ticket count. The antenna (B) and village (D) are particularly valuable control points, granting each team access to the gunship and a tank. In addition to the central control points, both teams should capture and defend the flags closest to their bases. Both the treatment plant (A) and repair shop (E) spawn a mobile artillery. These long-range artillery units are great for bombarding enemies in the middle of the map. In a battle packed with tank destroyers and other ground vehicles, competent helicopter pilots can make all the difference. The attack and scout helicopters are ideal ground-attack aircraft. But pilots should always keep their eyes peeled for the LAV-AD and 9K22 Tunguska-M mobile anti-aircraft units. Using their powerful cannons, these vehicles can chew through a chopper's armor in seconds, giving both teams the chance to achieve air superiority from the ground.

US Base

Base Assets

Name	Growler ITV	M1128	LAV-AD	AH-6J Little Bird	AH-1Z Viper
Quantity	3	4	1	1	1
Respawn Time	20 sec.	40 sec.	40 sec.	60 sec.	60 sec.

The US base is on the northwest edge of the map. In addition to serving as the initial US deployment area, the base also produces the bulk of the US team's vehicles. As a result, it's important to revisit the base throughout the course of the battle and deploy these vehicles. The M1128 tank destroyers are particularly valuable when it comes to taking and holding control points in the center of the map. Early during a round, the speedy Growler ITVs should make a move for the central control points, like the antenna (B), farm (C), and village (D), while the tank destroyers secure the nearby treatment plant (A). The AH-6J Little Bird is another good option for moving troops to distant control points. Meanwhile, use the AH-1Z Viper to target enemy ground vehicles as well as hostile choppers. But when it comes to air defense, the LAV-AD is the US team's best option for shooting down enemy helicopters. Move the LAV-AD to the east, where it can provide air cover for friendly units near the center of the map. Just be sure to keep the LAV-AD away from the RU team's SPRUT-SD tank destroyers—it won't last long in a duel.

RU Base

Base Assets

Name	VDV Buggy	SPRUT-SD	9K22 Tunguska-M	Z-11W	Mi-28 Havoc
Quantity	3	4	1	1	1
Respawn Time	20 sec.	40 sec.	40 sec.	60 sec.	60 sec.

The RU team deploys from their base on the east side of the map. Like the US base, this base is home to the bulk of the RU team's vehicles. So as the RU team extends their presence to the west, it's important to periodically spawn at the RU base in an effort to field these valuable vehicles, such as the SPRUT-SD tank destroyers. The nearby repair shop (E) control point should be captured and held early during the battle, preferably rushed by the tank destroyers. Meanwhile, use the quick and nimble VDV Buggies to rush the three central flags before the US team arrives. Dropping troops from the Z-11W helicopter is an even faster option for capturing the antenna (B), farm (C), and village (D). Whenever piloting one of the helicopters, always be aware of the US team's choppers. If you're not careful, they may shoot you down. The threat posed by the US team's choppers can be mitigated by fielding the 9K22 Tunguska-M in the field west of the repair shop (E). The Tunguska-M can chew through enemy choppers, helping secure the air space above the central control points. But the Tunguska-M is vulnerable to attacks by tank destroyers and infantry, so keep it in an isolated part of the map where it's less likely to face direct assaults.

A: Treatment Plant

Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
Growler ITV (1)	VDV Buggy (1)	20 sec.
M142 (1)	BM-23	50 sec.
RHIB (1)	RHIB (1)	10 sec.

Located only a few meters from the US base, the treatment plant (A) is likely to remain under the US team's control for most of the battle. This facility consists of a few small structures gathered around a central courtyard. The flag sits in the middle of the courtyard, and its capture radius can easily be approached by infantry and vehicles. The structures provide plenty of cover and concealment for infantry. As a result, think twice before driving a vehicle toward the flagpole in the courtyard—there's a good chance you'll get slammed by a rocket fired from an engineer hiding in one of the buildings. Instead, when attacking here, consider going in on foot and capturing the flag from within one of the structures. Although the control point spawns a mix of vehicles for both teams, it's one of only two flags that produce mobile artillery units. The US should take extra care to maintain control of this flag in an effort to secure the M142. The M142 is a powerful asset, capable of bombarding enemy units as far away as the antenna (B), farm (C), and village (D). However, if this flag falls into the hands of the RU team, they can use the BM-23 spawned here to bombard the US base to the northwest. Also, don't neglect the RHIB spawned in the canal—it's ideal for launching amphibious attacks on the village (D) and repair shop (E).

B: Antenna

Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
Growler ITV (1)	VDV Buggy (1)	20 sec.
M1128 (1)	SPRUT-SD	40 sec.
9M133 Kornet Launcher (1)	9M133 Kornet Launcher (1)	30 sec.
Gunship (1)	Gunship (1)	60 sec.

This northern control point grants access to the powerful gunship, making it one of the most contested flags on the map. Both teams should rush to the antenna (B) early during the round, preferably with their helicopters. The control point is along the northern dirt road approximately equidistant between the treatment plant (A) and repair shop (E). While there are only a couple of entry points to the facility (to the north and south), the perimeter fence can be easily breached, making it possible to rush the flag from virtually any direction. With the exception of some crates, there isn't much cover near the flagpole. Therefore it's safest to capture this flag from within the armored confines of a tank destroyer. But even when within a vehicle, watch out for defenders hiding within the surrounding structures. Attackers and defenders should also take note of the Kornet launcher located on the hill just north of the flag—this is perfect for targeting enemy vehicles parked near the flag. Once captured, the antenna (B) should never be left undefended. Engineers are effective at holding back most attacks, but the addition of a tank destroyer can make a big difference in any defensive effort.

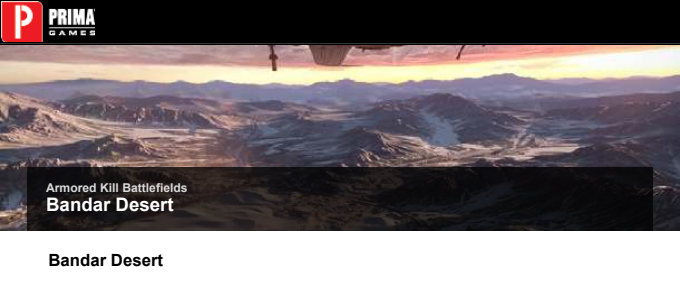
C: Farm

Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
Growler ITV (1)	VDV Buggy (1)	20 sec.

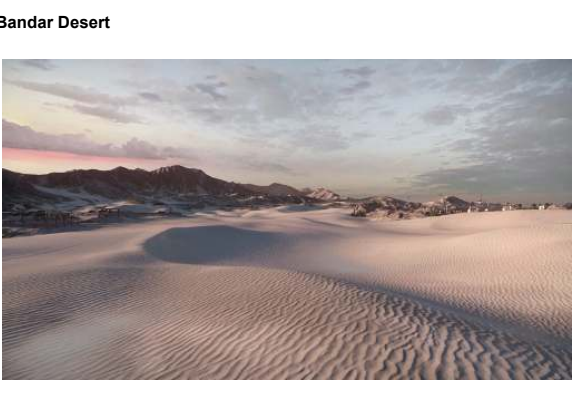
The farm (C) control point is near the center of the map, flanked by massive, open fields to the north, east, and west. These fields are often the site of some intense armored duels, making travel by anything but tank destroyers extremely dangerous. Although the farm (C) produces only a couple of vehicles for each team, with only five flags up for grabs capturing and holding this point is crucial to either team's strategy. The flagpole is situated in a small courtyard next to two concrete buildings. Infantry can enter these structures and capture or contest the flag from the interior. When attacking, this is the preferred method of capturing the flag. Parking a vehicle next to the flag may be dangerous, allowing defenders posted within the building to fire rockets. But hiding in the buildings isn't totally safe. The walls of the buildings will crumble under repeated shelling by tank destroyers or the gunship. So if necessary, consider finding hiding spots away from the flag and utilizing mines or C4 to defend the flag against enemy vehicles.

D: Village

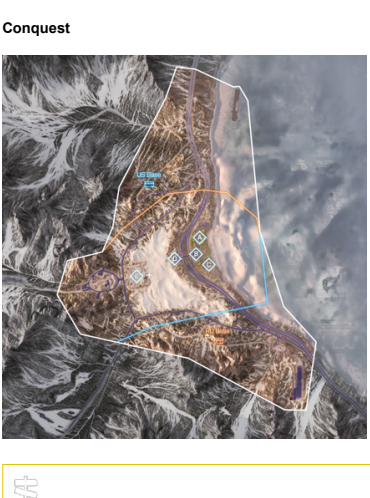


Armored Kill Battlefields
Bandar Desert

Bandar Desert



Conquest



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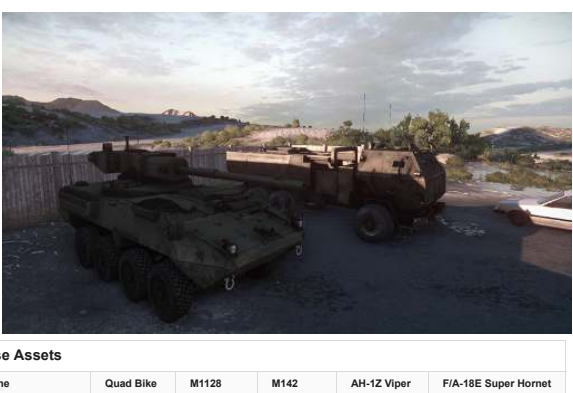
This desert battle offers a unique balance of ground and air combat as both teams fight for control of this sprawling region. With five flags up for grabs, each team should attempt to capture and hold a minimum of three control points. However, the uneven layout of the flags can make it difficult to draw a cohesive battle line. The artillery base (E) on the west side of the map grants access to the gunship, making it the most popular flag on the map. Both teams should attempt to capture and hold this flag so they can put the gunship's powerful weapons to use. The remaining four control points are all on the east side of the map. These control points produce very few vehicles, often leading to heavy infantry combat in this area. Most of the vehicles are produced at each team's base. So if either team wants to gain the upper hand, they'll need to consistently spawn back at their base and drive these vehicles to the front lines. Each side also has access to an attack helicopter and two jets. In most cases, their air assets offset each other as they streak across the sky locked in white-knuckle dogfights. But if one team can establish air superiority, these aircraft can make a big impact on the ground battle. In the desert, there are few places for ground vehicles to hide, making them particularly vulnerable to strafing runs.

US Base

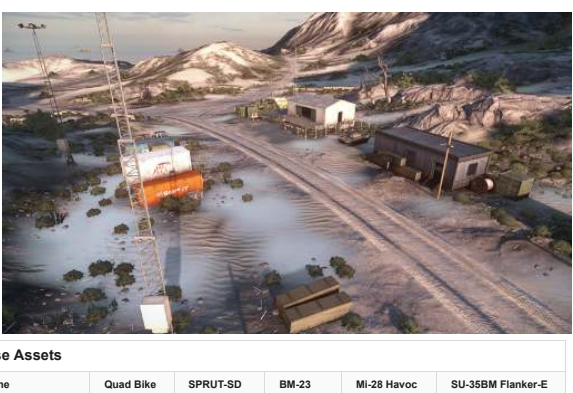


Base Assets

Name	Quad Bike	M1128	M142	AH-1Z Viper	F/A-18E Super Hornet
Quantity	2	2	1	1	2
Respawn Time	5 sec.	20 sec.	60 sec.	60 sec.	40 sec.

The US team deploys from the north side of the map. Infantry and vehicles spawn at the mountain village while air assets spawn farther north, along the highway. The early moments of the round are very important, leaving little time to waste. The fastest ground vehicles available here are the quad bikes, ideal for rushing the distant artillery base (E), where the gunship is accessed. While troops on quad bikes secure the artillery base (E), send the M1128 tank destroyers toward the gas station (D) and village south (A). Securing three control points early on is the best way to gain the upper hand in the battle, forcing a drain on the RU team's ticket count. While the ground units capture and hold control points, use the AH-1Z Viper and F/A-18E Super Hornets to establish air superiority. The RU team's jets and helicopters pose a constant threat to your ground forces, so act quickly to shoot down these aircraft. When the air is clear of hostile units, use the Viper and Super Hornets in a close air support role, strafing enemy tanks and tank destroyers.

RU Base

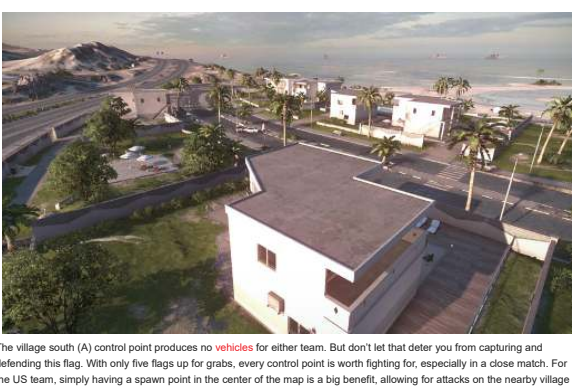


Base Assets

Name	Quad Bike	SPRUT-SD	BM-23	Mi-28 Havoc	SU-35BM Flanker-E
Quantity	2	2	1	1	2
Respawn Time	5 sec.	20 sec.	60 sec.	60 sec.	40 sec.

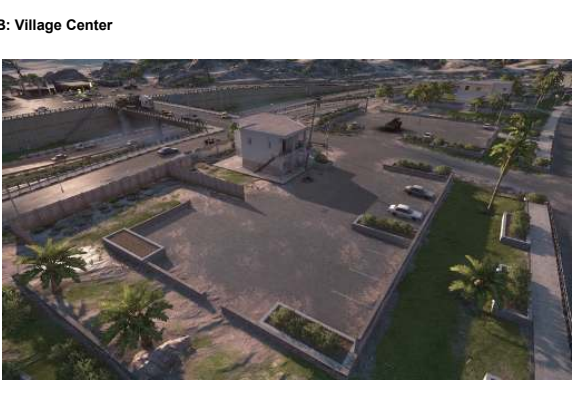
The RU team deploys on the south side of the map, with the majority of vehicles spawning at the mountain outpost. All air vehicles spawn at the airfield to the southeast. It's important to make an early push to secure at least three flags. Start by sending quad bikes to the artillery base (E) in an effort to gain access to the gunship. Meanwhile, roll out the SPRUT-SD tank destroyers toward the central control points, securing the gas station (D) and construction site (C). While the ground units roll out, get the SU-35BM jets and Mi-28 attack helicopter in the air to guard against US air strikes. Neutralizing the US jets and helicopter should be the primary responsibility of the RU team's air assets. This includes shooting down the gunship if the US team manages to capture the artillery base (E). With the US air assets eliminated, the RU team's aircraft can begin conducting strafing runs on enemy ground units. But always watch for new US aircraft taking off. Break off any ground attacks to focus on achieving air superiority.

A: Village South



The village south (A) control point produces no vehicles for either team. But don't let that deter you from capturing and defending this flag. With only five flags up for grabs, every control point is worth fighting for, especially in a close match. For the US team, simply having a spawn point in the center of the map is a big benefit, allowing for attacks on the nearby village center (B) or gas station (D). The flagpole is planted on a sidewalk along the main street cutting through the seaside village. Given the lack of cover, this flag is best captured from within the safe confines of an armored vehicle. If you're on foot, take cover along the low wall to the west of the flag or hide in vegetation on the median to the east. Given its proximity to the street, this flag is often rushed by vehicles approaching from the north or south. Defenders should consider placing mines on this road or packing the flag's capture radius with C4. The surrounding two-story buildings provide excellent overwatch positions for attackers and defenders alike. But the walls of these concrete buildings won't withstand heavy fire, so be ready to move out if you've been spotted by an enemy tank destroyer.

B: Village Center

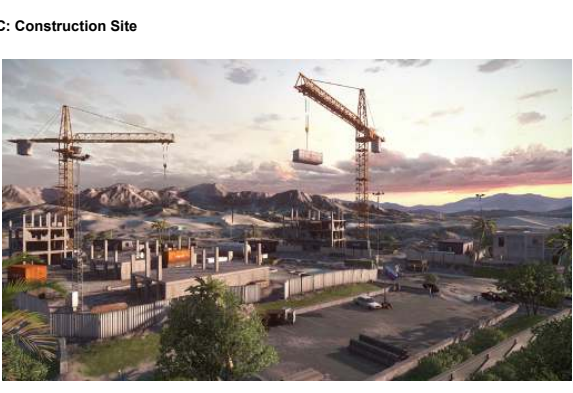


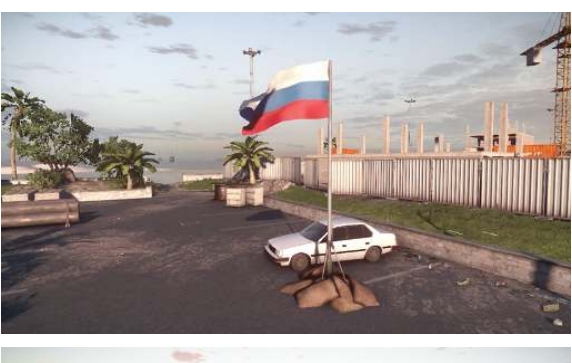
Control Point Assets

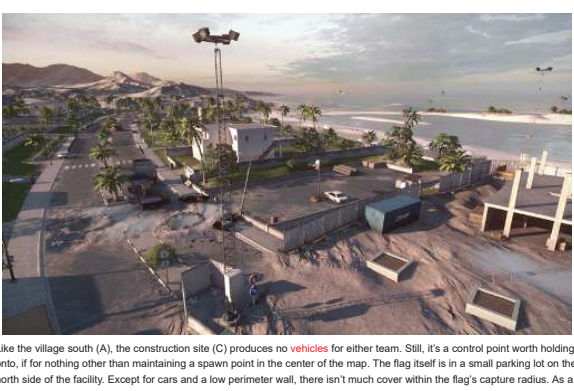
US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
M1128 (1)	SPRUT-SD (1)	20 sec.

The village center (B) is one of the most valuable control points on the map, producing a quad bike and tank destroyer for each team. In matches where opponents fail to spawn at their base and field ground vehicles, gaining a tank destroyer in the center of the map can make a huge difference when attacking the four surrounding control points. The flag is located in a large parking lot next to a concrete two-story house. If you're on foot, hide inside the house to convert or contest the flag. While the house's exterior walls won't hold up to heavy bombardment, they provide adequate protection from small-arms fire. Given this control point's central location, it's likely to change hands many times during the course of a battle. But gaining access to a tank destroyer spawn point makes this a flag worth fighting for, so don't leave it undefended. Those left behind on guard duty will see more than their fair share of action. Engineers and support troops are capable of dealing with a variety of threats, but they can greatly benefit from keeping the tank destroyer nearby.

C: Construction Site







Like the village south (A), the construction site (C) produces no vehicles for either team. Still, it's a control point worth holding onto, if for nothing other than maintaining a spawn point in the center of the map. The flag itself is in a small parking lot on the north side of the facility. Except for cars and a low perimeter wall, there isn't much cover within the flag's capture radius. As a result, it's safest to capture this control point from within an armored vehicle. However, watch for mines and other booby traps before driving toward the flag. The nearby construction cranes are popular sniper perches for recon troops eager to score long-range kills. From the cranes, recon troops can easily cover the flags at the village south (A), village center (B), and gas station (D). So even if the construction site (C) is in your team's possession, the cranes may be occupied by enemy snipers. Strafe the tops of these cranes regularly using your team's attack helicopter or gunship in an effort to clear out enemy sharpshooters. It's also possible to cover the flag and cranes from the house on the north edge of the parking lot. If necessary, blow a hole in the southern upstairs wall to make a bigger window.

D: Gas Station

Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.

The gas station (D) is along the west side of the highway, between the village center (B) and artillery base (E). As the midway point between these two crucial control points, the gas station (D) sees plenty of traffic throughout the course of the battle. Before arriving, target the gas pumps. It's better to knock out these highly explosive objects before you get too close—otherwise you run the risk of getting caught in a large explosion. Once the gas pumps have been set ablaze, the smoke offers some welcome concealment. The flag is next to a flimsy prefabricated office. If you're on foot, always hide in this office while attempting to capture the flag. But when defending here, consider hiding in the partially constructed building to the south. The control point produces a quad bike for each team, ideal for racing to nearby flags. Use the highway overpass to the east to reach the nearby control points. This overpass can also serve as a choke point for defenders attempting to stop intrusions from the village center (B).

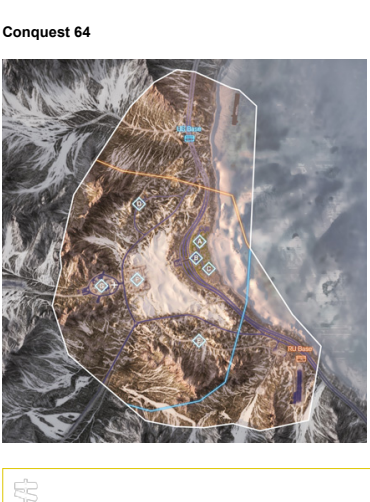
E: Artillery Base

Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (2)	Quad Bike (2)	5 sec.
Gunship (1)	Gunship (1)	60 sec.

The artillery base (E) is a fortified military installation on the western edge of the map. The team that manages to capture and control this flag gains access to the gunship orbiting above the battlefield. As a result, this is one of the most contentious points on the map. This sprawling facility is surrounded by a perimeter fence and contains multiple structures capable of serving as overwatch positions for defenders. Four official gates offer access into the facility, but the weak perimeter fence can be breached at virtually any point by vehicles or infantry. The flag is near the center of the base, near a large white fuel tank—consider blowing up this tank before you get too close. Given the size and its porous perimeter fence, don't bother trying to lock down this base. Instead, focus defensive efforts around the flag. Placing mines near the flag or simply parking a tank destroyer nearby serves as a good deterrent. Keep at least one squad here at all times to secure this flag. Even if the defending squad is wiped out, they can maintain a presence in the base by placing a radio beacon in one of the nearby structures.

Conquest 64



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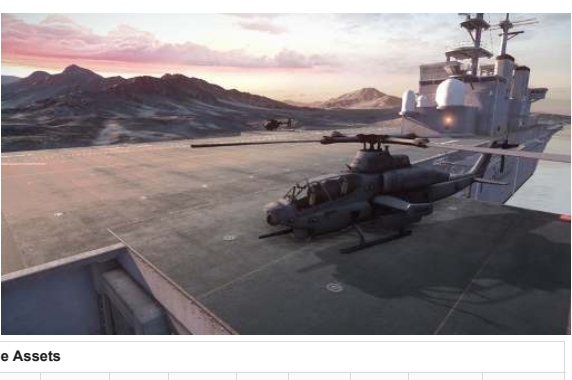
To date, this is the largest map in the history of the Battlefield franchise. As a result, transportation is key to reaching your destination and securing control points—don't try to hike across this sprawling landscape. Fortunately, the map is packed with vehicles, with most spawning at each team's base. In fact, the bases supply each team with their only tanks. So be ready to spawn back at your base if you want to jump in a tank and gain an edge over the numerous tank destroyers and light vehicles racing across the desert. With seven flags on the map, each team must try to capture and hold at least four control points to initiate a drain on the opposing team's ticket count. Both teams should make an early push for the army base (G) on the west side of the map. This crucial control point grants the controlling team access to the gunship as well as an extra scout helicopter. While most of the control points are spread out, requiring some form of transportation, the three flags clustered near the coast are easily managed by infantry. While vehicles are available at the village south (A), village center (B), and construction site (C), fighting for these flags is often dominated by infantry—vehicle drivers should watch for mines and other infantry-related threats when cruising through this area. With so many ground vehicles scurrying about, the desert is an absolute kill zone for jet and helicopter pilots eager to boost their score. But both teams should attempt to establish air superiority before lining up strafing runs. Getting distracted by juicy ground targets is a surefire way to get shot down by enemy pilots, not to mention the mobile and stationary anti-aircraft units.

US Base



Base Assets

Name	Growler ITV	M1128	M1 Abrams	LAV-AD	AH-6J Little Bird	AH-1Z Viper	F/A-18E Super Hornet	Centurion C-RAM
Quantity	3	3	2	1	1	1	2	1
Respawn Time	20 sec.	20 sec.	20 sec.	20 sec.	60 sec.	60 sec.	40 sec.	—

This base produces the vast majority of the US team's vehicles. So if you're having trouble finding transportation, this is the place to spawn. The US base is spread across two distinct zones. All the ground vehicles spawn along the highway on the north side of the map, while the jets and helicopters spawn on the aircraft carrier to the northeast. In between these two zones is a Centurion C-RAM anti-aircraft gun. The many parked vehicles at the US base make it a tempting target for enemy aircraft. Use the Centurion C-RAM and LAV-AD to fend off strafing runs by the RU team's jets and helicopters. Early during the round US troops spawning here should try to capture as many control points as possible. Use the AH-6J Little Bird to transport troops to distant control points, like the army base (G), while the Growler ITVs and M1128 tank destroyers rush to the nearby flags of the mountain village (D), village south (A), and village center (B). While the ground forces take and hold ground, it's up to the jets and helicopters to neutralize the RU team's air assets. The RU team's Mi-28 Havoc poses a particular threat to the US team's ground forces. Use the Super Hornets and LAV-AD to clear the skies, paving a clear path for friendly tanks and tank destroyers.

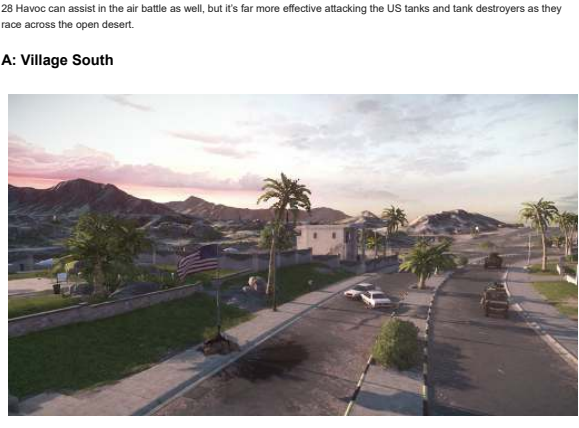
RU Base

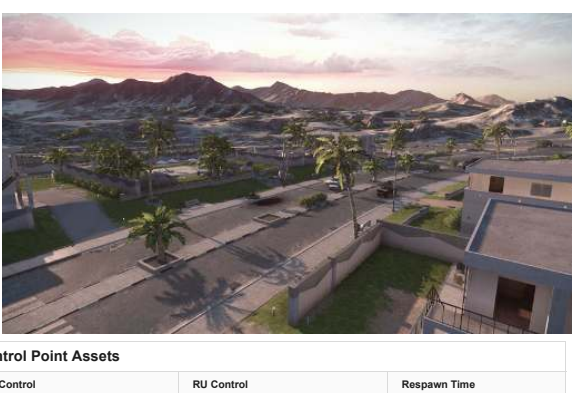
Base Assets

Name	VDV Buggy	SPRUT-SD	T-90A	9K22 Tunguska-M	Z-11W	Mi-28 Havoc	SU-35BM Flanker-E	Pantsir S-1
Quantity	3	3	2	1	1	1	2	1
Respawn Time	20 sec.	20 sec.	20 sec.	20 sec.	60 sec.	60 sec.	40 sec.	—

The RU team deploys on the south side of the map with the exact same type and number of vehicles as their US opponents. As at the US base, the RU team's assets are spread across two different locations. All the RU team's ground vehicles are spawned on the highway along the southern coast. Meanwhile, the RU team's jets and helicopters are spawned at the airfield to the southeast. To protect these vehicles from air strikes, make sure the Pantsir S-1 anti-aircraft gun is manned, particularly during the opening moments of the battle. The 9K22 Tunguska-M can also help deter strafing runs by US aircraft—move this vehicle west of the base so it can provide more comprehensive air coverage above the central control points. Early on the RU team should make a move for the army base (G) in an effort to gain control of the gunship. Use the Z-11W scout helicopter to rush a squad to this location while the VDV Buggies and SPRUT-SD tank destroyers secure the nearby mountain outpost (E), construction site (C), and village center (B). Consider making a move for the artillery base (F) too, in an effort to better secure the army base (G). Waste no time getting the SU-35BMs into the air so they can counter the US jets and helicopters. The Mi-28 Havoc can assist in the air battle as well, but it's far more effective attacking the US tanks and tank destroyers as they race across the open desert.

A: Village South



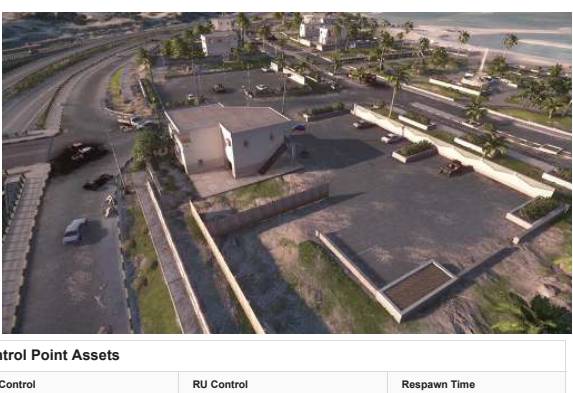


Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
Growler ITV (1)	VDV Buggy (1)	20 sec.
M1128 (1)	SPRUT-SD (1)	40 sec.

Don't let the name confuse you. The village south (A) is located on the north side of the map, not far from the US base. This control point spawns a tank destroyer for each team, making it an extremely valuable control point. For the US team, simply having a spawn point within the center of the map is a big benefit, allowing for attacks on the nearby village center (B) or construction site (C). The flagpole is planted on a sidewalk along the main street cutting through the seaside village. Given the lack of cover, this flag is best captured from the safe confines of an armored vehicle. If you're on foot, take cover along the low wall to the west of the flag or hide in vegetation on the median to the east. Given its proximity to the street, this flag is often rushed by vehicles approaching from the north or south. Defenders should consider placing mines on this road or packing the flag's capture radius with C4. The surrounding two-story buildings provide excellent overwatch positions for attackers and defenders alike. But the walls of these concrete buildings won't withstand heavy fire, so be ready to move out if you've been spotted by an enemy tank or tank destroyer.

B: Village Center

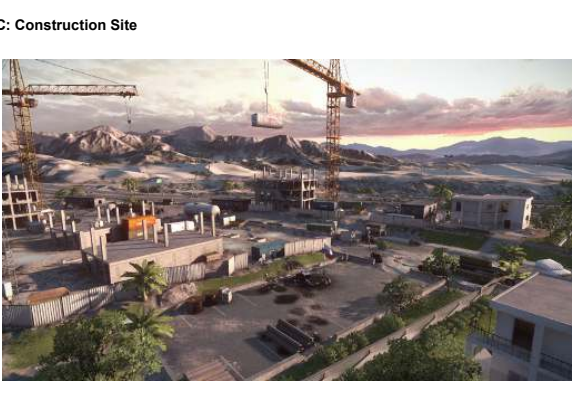


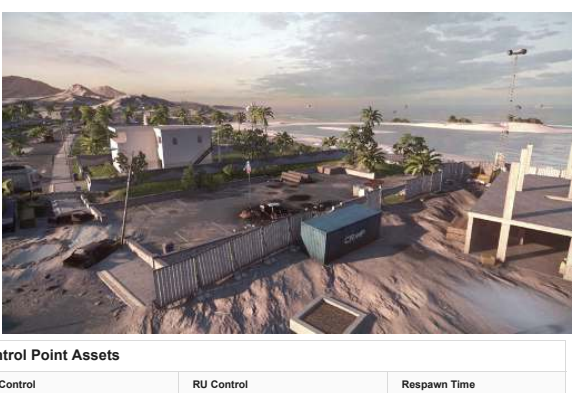
Control Point Assets

US Control	RU Control	Respawn Time
Growler ITV (1)	VDV Buggy (1)	20 sec.
M1128 (1)	SPRUT-SD (1)	40 sec.

The village center (B) is in the center of the cluster of three control points near the coast. This makes it a high-traffic area that is likely to change hands many times during the course of the battle. The addition of a tank destroyer makes it a valuable flag to hold onto. In matches where opponents fail to spawn at their base and field ground vehicles, gaining a tank destroyer in the center of the map can make a huge difference when attacking the surrounding control points. The flag is located in a large parking lot next to a concrete two-story house. If you're on foot, hide inside the house to convert or contest the flag. While the house's exterior walls won't hold up to heavy bombardment, they provide adequate protection from small-arms fire. Given this control point's central location, it's likely to change hands many times during the course of a battle. But gaining access to a tank destroyer spawn point makes this a flag worth fighting for, so don't leave it undefended. Those left behind on guard duty will see more than their fair share of action. Engineers and support troops are capable of dealing with a variety of threats, but they can greatly benefit from keeping the tank destroyer nearby.

C: Construction Site





Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
Growler ITV (1)	VDV Buggy (1)	20 sec.

Unlike the nearby village south (A) and village center (B), the construction site (C) doesn't produce a tank destroyer. Still, it's a control point worth holding onto, if for nothing other than maintaining a spawn point in the center of the map. The flag itself is in a small parking lot on the north side of the facility. Except for cars and a low perimeter wall, there isn't much cover within the flag's capture radius. As a result, it's safest to capture this control point in an armored vehicle. However, watch for mines and other booby traps before driving toward the flag. The nearby construction cranes are popular sniper perches for recon troops eager to score long-range kills. From the cranes, recon troops can easily cover the flags at the village south (A) and village center (B). Consider placing a SOFLAM on one of these tall cranes to laser-designate enemy vehicles. Even if the construction site (C) is in your team's possession, the cranes may be occupied by enemy snipers. Strafe the tops of these cranes regularly using your team's attack helicopter or gunship in an effort to clear out enemy sharpshooters. It's also possible to cover the flag and cranes from the house on the north edge of the parking lot. If necessary, blow a hole in the southern upstairs wall to make a bigger window.

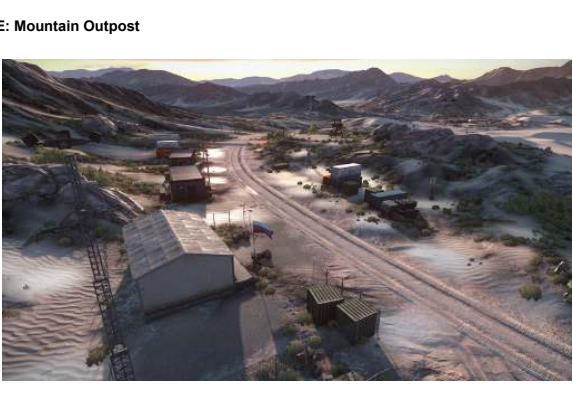
D: Mountain Village

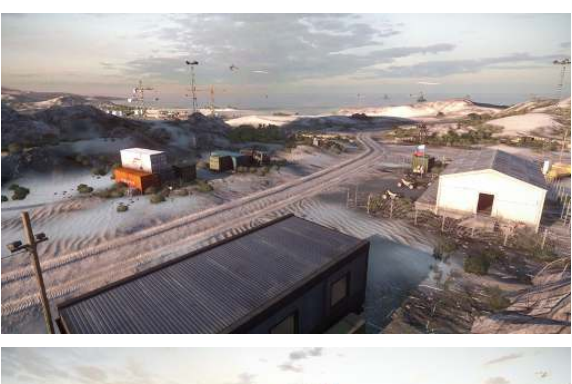
Control Point Assets

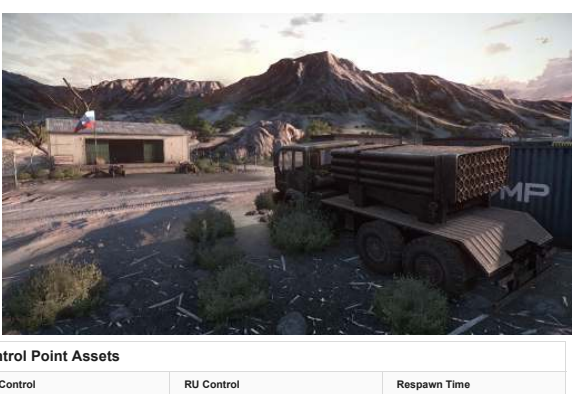
US Control	RU Control	Respawn Time
Quad Bike (2)	Quad Bike (2)	5 sec.
M1128 (1)	SPRUT-SD (1)	40 sec.
M142 (1)	BM-23 (1)	50 sec.
M220 TOW Launcher (1)	M220 TOW Launcher (1)	30 sec.

The mountain village (D) is on the north side of the map, putting it well within the US team's sphere of influence given its close proximity to the US base. However, both teams can benefit from the assets produced here, including a tank destroyer and mobile artillery unit. The M142 and BM-23 artillery units are great for bombarding distant control points like the artillery base (F) and army base (G). If the RU team takes control of this point, they can even aim the rockets toward the US base. For this reason alone, the US should try to hold onto this control point throughout the battle. The flag here is situated on a median on the street running through the village. There isn't much cover near the flag, so it's safest to capture or convert this flag from within an armored vehicle. But attackers should watch for mines left around the flagpole before rushing in for the capture. Defenders may also be posted in the buildings flanking the street. These buildings offer decent cover and concealment, but they can still be reduced to rubble when subjected to heavy bombardment by tanks or aircraft.

E: Mountain Outpost





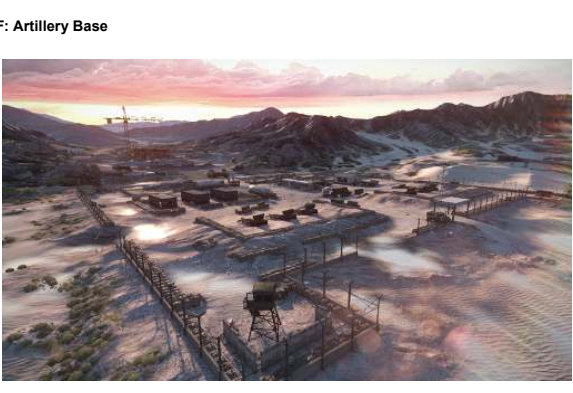


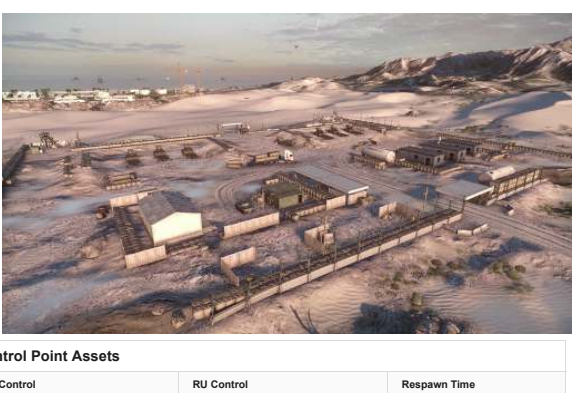
Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (2)	Quad Bike (2)	5 sec.
M1128 (1)	SPRUT-SD (1)	40 sec.
M142 (1)	BM-23 (1)	50 sec.

The mountain outpost (E) is like a mirror image of the mountain village (D), providing the RU team with a control point close to their base. As a result, the RU team is likely to hold this control point for most of the battle. This southern control point produces a tank destroyer and mobile artillery unit for both teams, as well as a couple of quad bikes. Besides the mountain village (E), this is the only other control point that produces the M142 and BM-23 mobile artillery units, ideal for bombarding distant control points in the center of the map. The US team can even use the M142 spawned here to pound the nearby RU base. The flag is next to a small concrete storage building. This small structure is within the flag's capture radius, allowing infantry to seek shelter while capturing or converting the flag. Given the flag's proximity to the dirt road cutting through the facility, vehicle capture attempts are also common. Defenders should consider mining this road or keeping the control point's tank destroyer nearby to fend off attackers.

F: Artillery Base





Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
Growler ITV (1)	VDV Buggy (1)	20 sec.
M1128 (1)	SPRUT-SD (1)	40 sec.

The artillery base (F) is a fortified military installation on the western edge of the map. Located only a short distance east of the highly contentious army base (G), it is likely to see heavy traffic throughout the battle. This sprawling facility is surrounded by a perimeter fence and contains multiple structures capable of serving as overwatch positions for defenders. Four official gates offer access to the facility, but the weak perimeter fence can be breached at virtually any point by vehicles or infantry. The flag is near the center of the base, by a large white fuel tank—consider blowing up this tank before getting too close. Given the size and its porous perimeter fence, don't bother trying to lock down this base. Instead, focus defensive efforts around the flag. Placing mines near the flag or simply parking a tank destroyer nearby serves as a good deterrent. Keep at least one squad here at all times to secure this flag. Even if the defending squad is wiped out, they can maintain a presence in the base by placing a radio beacon in one of the nearby structures. Defending this control point is much easier if the army base (G) is held by your team. So make an effort to capture and defend these two western control points.

G: Army Base